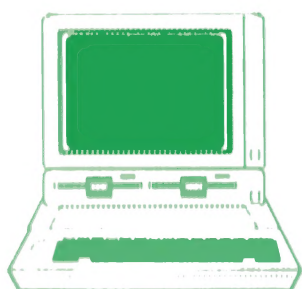


Apple Users' Society of Melbourne Inc.



Apple //
Apple //GS
Macintosh



A U S O M • N E W S

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May 1992
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This month: Manufacturing

AUSOM—General Information

(Apple Users Society Of Melbourne Incorporated)

Phone : **796 7553**
Fax: **796 7571**

Contributions:

Editorial contributions and letters to the Editor are welcome and can be sent to: (send advertising to Ivan Nagy—see below)

Nick Gammon, P.O. Box 124, Ivanhoe 3079

Articles may be uploaded at any time of day to the Editor's Bulletin Board—telephone (03) 497 1283 (baud rates supported—300/1200/2400 baud).

Articles submitted on disk (**3.5 inch Mac, 3.5 inch/5.25 inch Apple II, or 3.5 inch MSDOS**), preferably in text format, with hard copy print-out, or by telephone to the Editor's Bulletin board, will be given preference over typed or hand-written copy. Articles, or advertisements, submitted in hard copy only, or by voice over the telephone cannot be guaranteed inclusion in the next issue.

General correspondence:

(subscription renewals, software orders, AUSOM business) to:

The Secretary, AUSOM Inc.,
P.O. Box 1071,
Narre Warren MDA,
Narre Warren 3805

Meetings:

are held in the VICTRACC Centre and Lecture Theatres at Victoria College, Burwood Highway, Burwood (Melway, Map 61, B6) on the first Saturday of each month, except January, at 1:15 pm.

Membership Enquiries: 796 7553

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Business Card Ad (87mm x 46mm)

(inside back page for eleven issues): \$200.00

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Production information:

See inside back cover.

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(ring between 7 pm and 9 pm only, please)

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President:	Peter Szabo (business hours): 605 1777
Vice President:	Hayden May FAX: 887 8185
Secretary:	Alex McKenna 796 7553
Treasurer:	Bill Gunther 888 1676
Ordinary Member:	Peter Garwood 544 0740
Ordinary Member:	Robert Pascale 478 9644

Meeting Rooms and equipment

Meeting Rooms:	Robert Pascale 478 9644
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Editor

Editor:	Nick Gammon 499 4927
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Software Library

Apple // Software:	Peter Garwood 544 0740
Apple //GS Software:	Michael Levine 857 5727
Mac Software:	Pam Doughty 857 7939
	Gary Jameison 458 4951

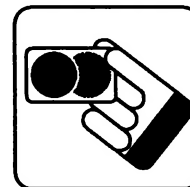
Bulletin Boards

AUSOM Premium Access:	(3 lines)..... 587 4194
AUSOM BBS	(up to 2400 baud) 587 4360
(Sysop):	Ross Sheehy n/a
AUSOM Editor:	(24 hours, up to 2400 baud)..... 497 1283

SIGs

SIGs Co-ordinator:	Robert Pascale 478 9644
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6502 Assembler SIG:	Fred Vonarx 772 3457
Apple // Beginners SIG:	Robert Pascale 478 9644
	Fred Vonarx 772 3457
Apple II SIG:	Nick Pyers 593 1223
Apple IIGS SIG:	Stephen Davidson 408 7206
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24 Hour Answering Service:

It would be appreciated if calls are made to Committee members only between 7 pm and 9 pm. For those who have an urgent request AUSOM has installed an answering service, the phone number is **796 7553**. Please, do not hang-up when you receive the recorded message, instead leave your brief message, and your call will be given the earliest attention.

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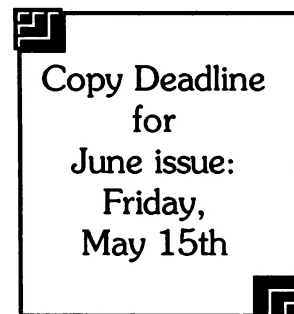
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Peter Szabo

The four pages in the
centre of the magazine
(Computational
Chronicles) were edited
by Elizabeth Hill and Nina
Netherway for the
Professional Users Group
SIG.

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Editorial

Disabled student wins award

Matthew Simpson, a former contributor to AUSOM News, has won the 1992 Tattersalls Enterprise and Achievement Award for his efforts in setting up his own Bulletin Board. Congratulations, Matthew!

Another AUSOM member, Gerry Smith, has written an article (see page 21) describing how Macs and IIs assist other friends of his, who are also disabled, to attend colleges and TAFEs.

Library listings

I recently received a letter from George Thomas encouraging us to continue the library listings and ShareWare reviews in the newsletter.

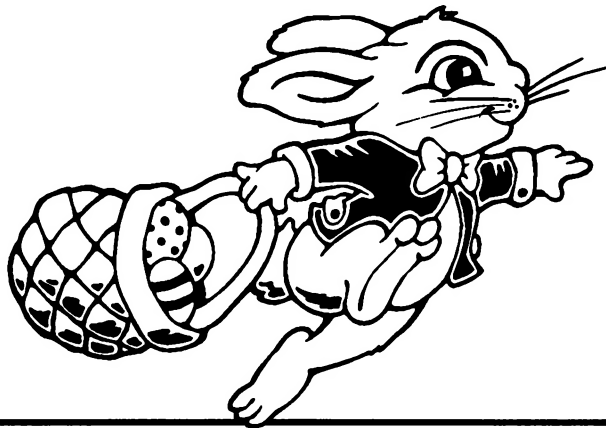
Photos of Committee members

Unfortunately I have had to omit the intended photos of committee members at the bottom of this page, as a couple of "after the deadline" contributions turned out to be longer than expected.

Disruption to Editor's bulletin board

Contributors to AUSOM News may occasionally find the Editor's bulletin board turned off over the next few months, especially during the day, due to some repairs and renovations being carried out to part of the house containing the BBS.

Please try again later in the evening, and if necessary allow sufficient time to mail contributions in case the BBS is unavailable.



Continued from page 5

the translations from AppleWorks to Mac disks herself, just using the System 6 boot disk with finder. No hardware, just software.

No doubt extra compatibility with Appletalk comes with System 6. Again, I remind members that there are plenty of schools with IIs crying out for help to get more out of their hardware. No need to spend money on new or different hardware, just make use of the software around, and look at networking.

The improvement in software has given my IIc a welcome boost. It now runs a 9600 baud modem for access to my Novelle network at the office. The VT 100 emulation provided by Proterm (ProDOS 8, IIe, IIc and IIgs compatible) is really good. I had been trying to find a cheap and effective way to access the office from home direct. The Messy Dos software at work is PC Anywhere. I had been using my PC transporter card in my search for compatible software. Once again, the answer means

that my partners at work, who have a GS at home, do not have to buy hardware. Software is available, and it's cheap.

Some random thoughts

Getting back to making use of the PC Users facilities, why not look at AUSOM members becoming associate members of that club automatically? We would swell their numbers, and we could take advantage of their better buying power. What do you think? It may cost a little extra, but it would probably be worth it.

Members have asked when our Bulletin Board will have direct access to the Net (American bulletin board, lots of information regarding current Apple software and hardware etc.). At present, we receive incoming mail, but there is no access for outgoing mail. I will look into that shortly. Those interested should drop the committee of management a line. I will work on having a mailing address to the committee on the AUSOM Bulletin Board,

for convenience. Members generally seem to be happy with how the board is now functioning. I guess I can confidently say the decision to upgrade the board was the right one. Not logging on? Come to the Communications SIG at our monthly get together. It's easy. The II users will be getting a short demonstration on how to do so in May, courtesy of Nick Pyers.

Finally, some members are writing letters to our magazine, and not using their real names. Are you really surprised that you do not get published? That leaves me with a request for more written input from all of you. Come on, even a few lines on your experiences will not go astray!

See you at the main meeting in May.

REPORT

from the President

Benefits of having a home for AUSOM

At the main meeting in April, we had sufficient time for general queries. One member took up what I wrote about last month, regarding the possibility of a permanent home for the club outside of the monthly meetings. Obviously, there would be a cost for doing so, but the way the club is growing, and from the preliminary interest shown already, it seems I should explore the matter further and open negotiations with the PC Users club.

Some aspects associated with having a permanent home could be implemented now. A suggestion from a member was that the club purchase tape backup equipment for club members to make use of. The idea is that a member purchases a tape for backing up his hard drive. Once a month, he gets to use the club equipment to back up his drive. His outlay would be the cost of a tape cartridge, and a nominal charge for using the equipment provided by the club. Much cheaper than outlaying capital for the purchase of tape backup hardware. Clearly, the equipment would have to be housed at a central location, for ready access to members. However, we would not need to wait until the club finds a home. Surely there are members out there who would be prepared to house the equipment and make it available to other members by appointment. Their advantage would be perhaps free use of backup hardware.

Other equipment springs to mind. Laser printers and colour scanners are definite candidates. We could organise our demonstration computers to be at certain locations. They could be set up with appropriate software to enable members to make use of the equip-

ment in accordance with their particular needs. For example, II users with AppleWorks can in fact configure a IIe or IIs to use laser printers, or colour inkjet printers. For the odd time a II user wanted to make use of that hardware, he could use the club's communal property. The same with scanners. I am sure members will come up with other suggestions. The request is for members living around the Burwood area to let me know if they are prepared to billet the equipment. They will invariably have to put up with lots of people wanting to come to use it. If you think you can do the job, please contact me, or anyone on the Committee of Management. There is no use buying equipment for sharing if we have nowhere we can in fact use it. So speak up. I think the idea can work, and look forward to your input.

The above ideas stem from a few comments at the General Meeting. Clearly, there are benefits in making time to take such comments from you at the meeting, so come along to have your say.

Another good reason for coming along to the main meeting is the chance of winning free software. Every so often, Claris or others give the club some software to review and then to give away. Three or four members attending the main meeting were lucky enough to take away software worth many hundreds of dollars. Obviously, the software must have been for Macs, as II users never pay many hundreds of dollars for software... Oh well, if I win it, I can sell it cheaply.

Transferring data between computers is getting easier

System 6 for the GS came out in early April. Really great software, and a boon to GS users. Of interest generally to the Apple community (as was the case with System 7 for the Mac) are some of the enhancements for transferring data between the IIs and Macs. With System 6, a GS can directly read and write to a Mac format disk. It can format disks in Mac format as well. Makes life very easy for translating between the machines. I haven't tried it yet, but I would expect Wordperfect GS to be able to save a fully formatted word processing file on a Mac disk, which could then be read directly into Wordperfect on a Mac. It works from the GS to Messy dos (for those of you who are new around here, this is my reference to IBM's and Compatibles). I have to use a PC transporter card in a GS, or modem transfers. One day maybe someone will make a driver for the GS to read and write directly to and from Messy dos disks. I understand the limit is the disk drive, in that they have to be high density. They are available for the GS. Peter Watson is working on the problem, so stand by.

Sure, you can't run programmes. The main thing people seem to want is to translate word processing files, usually from Apple II to Mac or IBM, to take advantage of laser printing. Easy, now.

I have a friend who is preparing translations from Icelandic to English. She has a GS. The publisher has IBM and Mac. My job was to translate disks via my GS using the PC transporter card. Now, with System 6, she can do

Continued on page 4

Education SIG

Thanks to everyone who attended the April meeting. I'm getting the hang of the Mac LC and Datashow. For those who didn't attend, we looked at The Playroom for the Mac and Andrew Arch from Logical Connections showed us a few new products in the area of educational programs and answered questions.

The theme for May is Manufacturing, not exactly a hot Education topic, so I have arranged a demonstration which I believe will be both informative and inspirational.

Amongst our ranks are two young software developers named Russell and Douglas Clarke. I underline young because Russell is only 12 years old and Douglas is 10.

Russell has developed a word processing program he has called "Pen 'n' Paper" using SuperCard. Not just any word processing program, either; it features a comparison chart printed in Australian Macworld (Feb '92) between Pen 'n' Paper and MacWrite II, it sounded pretty darned hot.

Younger brother Douglas has also written a program, called "Converse," where you sort of carry on a conversation with the Mac through the keyboard. If any of you know Eliza, the PD "artificial intelligence" program, it is similar.

Their father, Trevor, is a software developer for the CSIRO and a regular contributor to Australian Macworld,

which goes a long way to explaining their early interest. It must really be a bunfight in the Clarke household to get on a Mac!

I plan on having Russell and Douglas demonstrate their programs at the May meeting and hopefully they will be offered soon as FreeWare through the AUSOM software library. Maybe the Library can also arrange to send a good, clean copy to the Boston group, which seems to be one of the main clearing houses for PD software. And then from AUSOM to the world! Congratulations, Clarke Brothers.

**Next Meeting: 12.10 pm
(Before the main
meeting) Saturday, May
2, 1992, in Theatre 2 off
the main foyer. Tentative
presentation from Russell
and Douglas Clarke
(ages 12 & 10) who have
developed their own
programs, "Pen 'n' Paper"
and "Converse."**

Off Again, On Again, Off Again, Finally Definitely On Again

The starting date is April 27th, 1992, just about the time you'll be reading these words. From this day, you have 20 weeks to gather as many Coles New World Supermarket dockets to the greatest face value to help your local primary or secondary school get free Apple Computers.

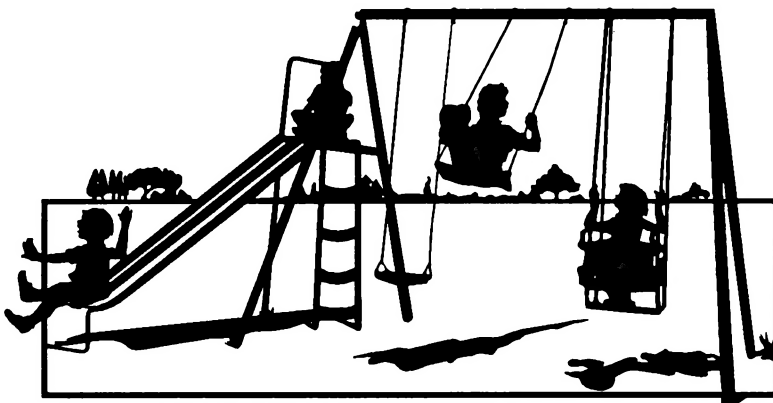
All AUSOM members should take advantage of this scheme, either to help their own children and their schools, or for AUSOM to donate to a worthy school as we did last year. If you can't find anyone else to give them to, the Education SIG will find a needy school.

This year, it will be PINK dockets which can be redeemed. Beware of those Coles stores which are still giving out the green dockets.

The average family with children may spend as much as \$100 per week at the supermarket, or \$2,000 in the 20 week promotional period. Most primary schools have something like 300 children, so they can expect to gather around \$600,000 worth of dockets on maximum effort.

As the scheme works out at computer equipment donated to the school at around 1% of the face value of the dockets, this hypothetical school could conceivably get as many as 6 absolute base model Mac Classics or two colour Mac LCs with lots of ram and hard drives. I understand the dockets can also be redeemed for software, hard drives and printers, so even IBM schools can benefit.

I'm sure someone will explain the promotion much more thoroughly in the next issue, but I wanted everyone to start gathering the dockets from Day One.



Something's Rotten In The Apple Barrel

In their wisdom or duplicity, it has been announced that Apple Australia have decided to limit the "Apples For Schools" program for 1992 to the Macintosh computer line. This move must chill Apple users to the core.

On one hand, Apple have let schools purchase the Apple II system for years and invest heavily in software and peripherals, claiming all along they will continue to support the platform. On the other, they sound the death knell by getting schools involved in this program in 1991 by offering the Apple IIe and then cutting them off in 1992.

I also understand they are not even allowing schools to redeem their dockets for the Apple IIe emulation card for the Mac LC.

This severely disadvantages those schools who have invested heavily in the Apple II platform and Apple II software, as well.

According to Apple's Victorian Education Specialist Leon Guss at the last meeting: "The message Apple want to send schools is that the Macintosh is the computer for the 1990s and beyond."

It's a pity they have to use a 4 by 2 between the eyes to get their message across.

I encourage all concerned parents and schools to write to Apple and complain. I hope other purely Macintosh users like myself will join with the Apple II users in this undertaking.

I have included a draft letter on the right. Please make the effort, using this as a start and adding your own words of ire, and send it off as soon as possible. Please encourage your local school to do the same.

The National Education Manager
Apple Computer Australia
16 Rodborough Road
Frenchs Forest NSW 2086

Dear Sir/Madam,

I would like to register my strongest protest and dissatisfaction with the fact that you have not included the Apple IIe computer as part of your 1992 "Apples For Schools" promotion with Coles Supermarkets.

Many schools have invested heavily in this computer and even more so in software. You have continued to pledge your ongoing support for this computer. Many schools who participated in the 1991 program, which offered the Apple IIe as part of the scheme, took you at your word and purchased even more of these computers.

I also believe you are not even going to include the Apple IIe emulation card for the Macintosh LC in the promotion, further disadvantaging those schools who have bought both your computer and your promises.

If you are going to stop selling and supporting the Apple IIe computer, please come right out and say so. I hope that you will change your plans and decide to include the Apple IIe and Macintosh LC IIe emulation card in the 1992 promotion.

Yours Sincerely,



How you and your Macintosh can perform better.

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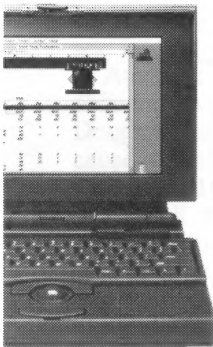
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1 May	Meet your Mac	Half Day	13 May	AppleShare Administrator	Half Day	21 May	PageMaker - Introduction	Full Day
5 May	MS Word - Introduction	Full Day	14 May	FileMaker Pro - Intro.	Full Day	27 May	Word 4.0 to 5.0 Transition	Full Day
6 May	System 7.0 - Introduction	Half Day	15 May	Advanced System 7.0	Half Day	28 May	Word - Advanced	Full Day
7 May	MS Excel - Advanced	Full Day	19 May	Excel - Introduction	Full Day			
12 May	Claris Works - Introduction	Full Day	20 May	Meet your Mac	Half Day			

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BookView Imperial 140/170 \$ 1,999

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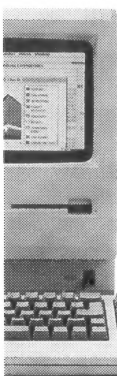
4 megabytes **SPECIAL** \$ 299

6 megabytes \$ 795

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4Mb Upgrade includes fan \$799

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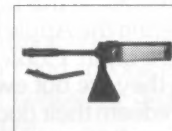
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SIG Coordinator Report

Rooms & Equipment

By this month's meeting, we should have the second Datashow available, which will alleviate the problems we have been having. It is also hoped that the second Mac LC will be available also. Again, if any of you have any queries regarding rooms or AUSOM equipment, please give me a call.

New SIGs

The HyperCard SIG, which had its re-establishment meeting in March was postponed last month due to lack of hardware and also so they could join the Leon Guss presentation. Our thanks to Leon for coming once again to AUSOM to demonstrate. The HyperCard SIG will run at 3:30 pm to 5:00 pm this month, and from then on, will run from 4:00 pm to 5:00 pm. This SIG is scheduled to be in room E108.

Timetable Changes

Timetable changes from last month are few. Due to the presenters of the Apple // Machine Language SIG and the Apple // Beginners SIG preferring each other's timeslots, the two SIGs have now swapped with each other. They both run in MG05A. See the back of the newsletter for more details.

SIG Leader Meeting

All SIG leaders are requested to attend a pre-meeting meeting to discuss various issues such as the timetable or any other concerns that you might have. This will be in the Main

Lecture Theatre at 12:30 pm. If anyone who is not a SIG leader wants to get involved in the running of a SIG, please come along to this meeting. Last month, there was some discussion about who should have access to equipment between monthly meetings and also some discussion about setting up a Mac Intermediate SIG.

Communications SIG

Last month, discussed the AUSOM BBS once again, this time concentrating a little more on the NN news reader software which everyone seems to be having trouble with. I convinced at least one person that it was better than readnews. This month, I will skip the AUSOM BBS altogether, and will discuss the Hayes AT Command Set. This is common to most smart modems, so with a little knowledge in this topic, you will be able to solve some of your own communication problems. Again, as per last month, I still have a whole heap of CompuServe Introductory Membership Booklets available which entitles you to \$20 free online credit. It's worth taking a look at what CompuServe has to offer (although the AUSOM BBS can do much the same).

If there are any queries or problems with anything mentioned in this article, please feel free to call me after 7 pm weeknights on 4789644, or leave me a message on the BBS to userid "robertp".

Ilgs SIG meeting

Some new developments for the Ilgs SIG. I've been informed that the Ilgs SIG will be (conditionally) meeting in Room 1 lecture theatre between 2.00—3.00 pm for most meetings so that we will hopefully have access to a colour overhead projector panel that the club will be hiring for each meeting. I say conditionally because if something/one big is attending AUSOM on the day, like Apple Inc., they will have priority. The Ilgs SIG will be relocated to another suitable room and use a monochrome overhead panel. Also hopefully we will be using a colour panel, since for the March meeting, the colour panel hired didn't work with the Ilgs. I hope the committee will sort this out before the next meeting.

For the April meeting we will be investigating System Disk 6.0, if its released by then. This may not have been released by then because the Techs found some last minutes bugs in the Golden Master pre release and so had to withdraw it to fix it up. The possible date toted as the next Golden Master / release date is the end of March, according to information from Internet. Cross your fingers!!

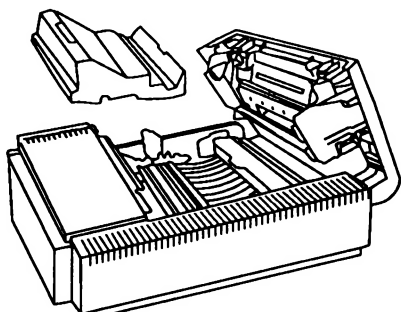
Failing System 6 not being released, the SIG will be looking at icons editors, producing your own icons, customising icons and setting up your icons for programs, the latest release of ScriptCentral (a HyperCardGS disk magazine) and Michael Levine's all dancing/singing review of the latest public domain software releases.

Till April, keep it'ing.



Computer accessories and equipment.

Toner & InkJet Cartridges



Toner Cartridges	\$
EP - Laserwriter	150
EPS - Laserwriter II	150
EPL - Personal Laserwriter	123

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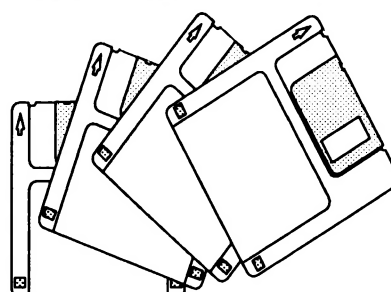
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5.25 DS/HD Verbatim Valulife	19
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5.25 DS/DD Verbatim D/life**	18
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5.25 DS/DD Verbatim Valulife	11
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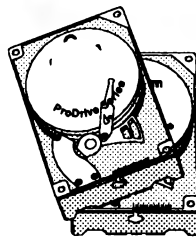
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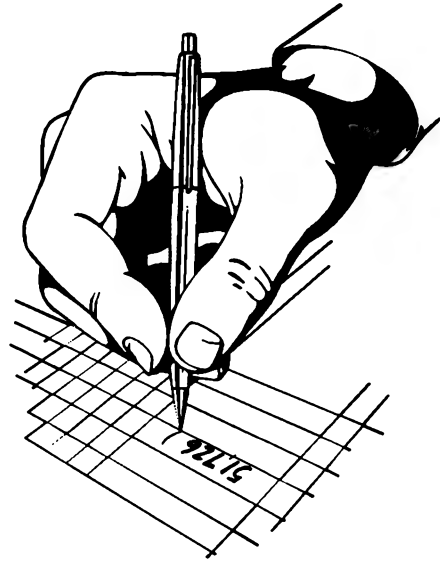
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Loan period



The program below calculates the period of a loan. You need to enter the principal of the loan, the interest rate, the payment interval—days, week, fortnight, month, quarter, half year or year—and the regular payment amount. After *return* is pressed the program calculates the period of the loan in multiples of the payment interval.

It is a simple and slow program, but it works.

```

10 TEXT : HOME : HTAB 8: INVERSE : PRINT " LOAN PERIOD CALCULATOR ":
NORMAL
20 PRINT : HTAB 13: INVERSE : PRINT " C. T. PEARCE ": NORMAL
30 VTAB 6: PRINT "PRINCIPAL:"; SPC( 23);: INPUT "";PR$:PR = VAL
(PR$)
40 VTAB 8: PRINT "INTEREST RATE (eg .14)"; SPC( 11);: INPUT
"";IR$:IR = VAL (IR$)
50 VTAB 10: PRINT "PAYMENT INTERVAL (D,W,F,M,Q,H,Y) ";: INPUT "";PI$
60 IF PI$ = "D" THEN PI$ = "DAYS":PI = 1 / 365: GOTO 140
70 IF PI$ = "W" THEN PI$ = "WEEKS":PI = 1 / 52: GOTO 140
80 IF PI$ = "F" THEN PI$ = "FORTNIGHTS":PI = 1 / 26: GOTO 140
90 IF PI$ = "M" THEN PI$ = "MONTHS":PI = 1 / 12: GOTO 140
100 IF PI$ = "Q" THEN PI$ = "QUARTERS":PI = 1 / 4: GOTO 140
110 IF PI$ = "H" THEN PI$ = "HALF-YEARS":PI = 1 / 2: GOTO 140
120 IF PI$ = "Y" THEN PI$ = "YEARS" AND PI = 1: GOTO 140
130 PRINT CHR$ (7): GOTO 50
140 VTAB 12: PRINT "PAYMENT AMOUNT:"; SPC( 18);: INPUT "";PA$:PA =
VAL (PA$)
150 VTAB 15: PRINT "<RETURN> TO CALCULATE,<ESC> TO REENTER";: GET X$
160 IF X$ < > CHR$ (27) AND X$ < > CHR$ (13) THEN PRINT CHR$
(7): GOTO 150
170 IF X$ = CHR$ (27) THEN 10
180 VTAB 17: HTAB 5: FLASH : PRINT " PLEASE WAIT, CALCULATING... ":
NORMAL
190 X = 0
200 PR = PR + (PR * IR * PI) - PA
210 X = X + 1
220 VTAB 19
230 PRINT X;" ";PI$,"BALANCE: $";: IF PR < = 0 THEN PRINT "0
": GOTO 260
240 PRINT INT (PR); LEFT$ ( STR$ ((PR - INT (PR))),3);" "
250 GOTO 200
260 VTAB 21: HTAB 10: PRINT "LENGTH OF LOAN: ";X;" ";PI$
270 VTAB 23: HTAB 7: PRINT "RUN PROGRAM AGAIN? (Y/N) ";: GET X$
280 IF X$ = "Y" OR X$ = "y" THEN 10
290 HOME

```

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HyperCard SIG

Due to the somewhat perplexing demonstration of Quicktime offered last month by the ProSIG, the HyperCard SIG as advertised was postponed (I don't know about you, but I haven't seen so many bombs since watching CNN live from Bagdad!) Therefore, we plan to start afresh and advertise again:

The HyperCard SIG re-establishment meeting in March had a good turnout and resulted in a healthy debate on what the SIG should accomplish. It was determined that the SIG would splinter into two groups, meeting on alternate months unless overwhelming interest says otherwise.

One group would be those users interested in exploring and using existing HyperCard stacks and creating their own stacks from the tools available. The second group would be those who want to get right in under the skin of HyperCard and do their own scripting.

This is not a case of HyperCard Juniors and Seniors, but more like HyperCard LightWeights and HyperCard HeavyWeights. (Don't you just love the distinctively computer craze for capital letters in the middle of proper nouns?)

Next Meeting: Saturday May 2, 1992

3-3.30pm: HyperCard SIG Organisers

3.30—5.00pm: HyperCard SIG Meeting

At the April meeting, we will ask those wanting to attend to wait patiently at the Trade Sales or in the Main Foyer while those interested in organising and running the SIG meet from 3.00—3.30pm to formalise the ground rules. We will then have a once only combined meeting of 90 minutes to determine the consensus amongst the SIGGIES and determine what is in store for the LightWeights and HeavyWeights. Hope to see all of you Stackers and Hackers there.

Unless, of course, another candy-coated presentation tries to take the high ground again.



Nicholas Pyers (nkp on Premium Access)

The Blind Leading the Blind (Apple II SIG)

Over the next couple of months, I will be assisting Peter Szabo again with this SIG.

This month, I will demonstrate how to install ProTERM v3.0 for use with Premium Access, AUSOM's new BBS. The demo we show you how to write an auto-logout macro that will get you into the Classic Apple II area, see who else is on-line with you, check which files have been recently posted to Tybalt (programs direct from the US) and the Local area, and then download your e-mail and net messages for read later whilst off-line.

Please note that as I plan on logging in to Premium Access, the Blind Leading the Blind will probably meet in

Room MG05A where the Comms SIG now meet just of the room with the Traders and Book Library. Check the timetable on the back page or the notice boards in the Main Foyer on the day.

I will also have a disk in the Apple II Disk library that includes some of the utilities I will be showing, including a set of Macros for ProTERM v3.0.

Some of the other topics I intend to discuss in up and coming months include how to use TimeOut: SuperFonts and TimeOut: SuperForms—Two excellent AppleWorks add-ons that once mastered you will wonder how you ever lived without them. I will also be demonstrate how I have been using

DoubleData v2.0 and TotalControl v2.0 from JEM Software—Once again. Two excellent AppleWorks add-ons that once mastered you will wonder how you ever lived without them. Included in this session will be a demonstration of my macro set, Macros NKP, for TimeOut: UltraMacros. When UltraMacros v4.0 arrives and I have learnt a bit about it I will also show some of the new features and advantages.

If you have any other topics you would like me to bring up, please feel free to speak to me at the meetings



Retirees and others SIG

PowerBook & LC— Tony Salvas of Avante Systems.

At the February meeting of the Retirees & Others SIG Tony of Avante Systems gave a talk and demonstration of the APPLE PowerBook 140. The PowerBook was passed around the audience for a trial. Personally, I would like to have one for my student son; however the decision as to what notebook he gets rests with his educators. February is far enough behind that the details are lost. However the overall impression was very favourable.

Tony went on to describe the present and future of Avante Systems. Consultancy as an important separate item in the purchase of an APPLE system was a future option.

After describing the LC, Tony mentioned that there is a Maths co-processor (3rd party) available for the LC. At the time I was covering the possibility that student son might wind up with an LC, which I would later inherit!

Scanners (Colour & B&W) —Allmac Computer Services

Ivan Nagy arranged for Allmac Computer Services to give a demonstration their colour scanner (hand held version), at the March meeting. Their flat-bed scanner was on display. By meticulous attention to the hand scanning their hand scanner gave high quality, undistorted colour pictures on the colour monitor.

Desk Accessory Calculators

DA Calculators and application calculators are to be discussed at the April meeting. (Yes, this is written well in advance.) If I could live my life again, I would try to be a theoretical physicist. I am nuts about mathematics and astrophysics. So the PD disc Fonts/DAs A was just what I needed for the calculation of some off-beat physical constants.

I will pull down my APPLE (with SUITCASE II) menu and describe the ten (or so) calculators on it.

- Abacus:- Is simply an abacus (no frills) move the abacus beads with the pointer. To operate the abacus (purely for fun) I refer to "How To Use The Abacus" by David Wang- guess where I bought it! There is a calculator-abacus DA on disc BCS 199

- BasetoBase—A bin, oct, dec, hex convertor and calculator and logic calculator. There is a slight bug. If too many digits are entered BasetoBase will lop some off without telling you. See note 1 for source.

- Calculator The standard APPLE DA. 'nuff said.

- Calculatorium—for calculating in Roman numerals ($V * II = X$ etc.)

- Conversion—is open at Model railway conversions. It has some other, more common, conversions.

- dCAD Calculator—a scientific calculator with 4 functions plus sin, cos, tan, exp, hyp, etc. 11 digits plus 2 exp. digits. Has problems with overflow!!

- Hex Calculator—A hex, dec 4 function calculator with a few extras I don't understand (e.g. &, @, I, <, >). See note 1 for source.

- Mini SciCalc—a scientific calculator with transcendentals, exponentials, elementary statistics and random. 8 digits and 2 exponent digits. Caution! overflows gracefully above E99.

- Number Crunch—is very different. It uses SANE standards (these are very advanced calculation standards built into the Mac ROMs) and overflows at about 1E4000 to the infinity symbol. Beaut! You enter the arithmetic or algebraic material you want evaluated (as several equations, if need be) as text and it gives the answer, if you obeyed the rules. Transcendentals etc. supported.

- ProgCalc—is a programmers calculator with hex-dec-oct-bin, save to disk, print, store to memory and the usual 4 functions and a couple of programmer's extras (e.g. < > ...). See note 1 for source..

- RPN-C Calculator—is a Reverse Polish Notation Scientific Calculator. If you don't know RPN forget this one. Its main claim is that it gives 13 digits and 3 digit exponent. It overflows with no warning at 9.9999999999999999 E999.

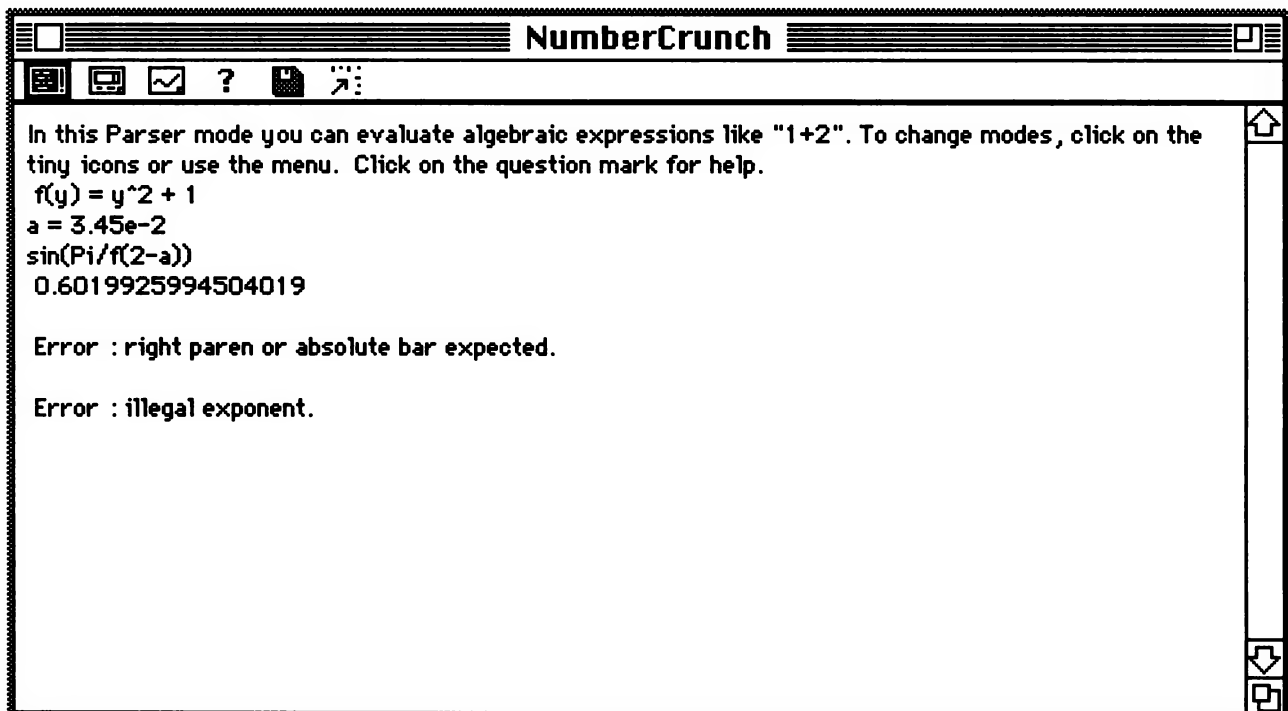
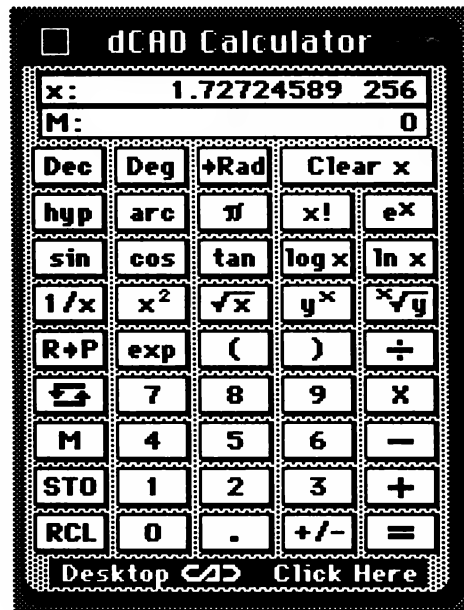
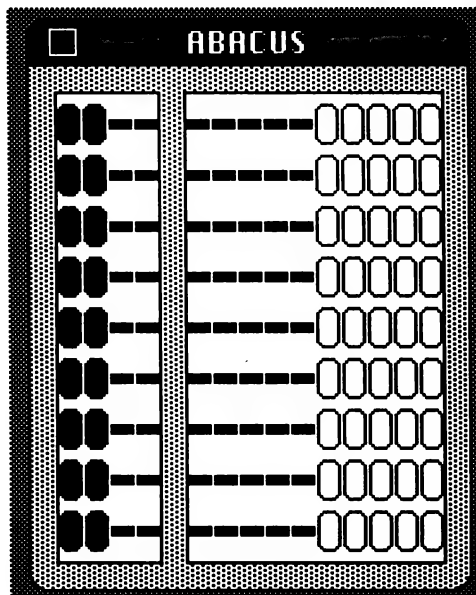
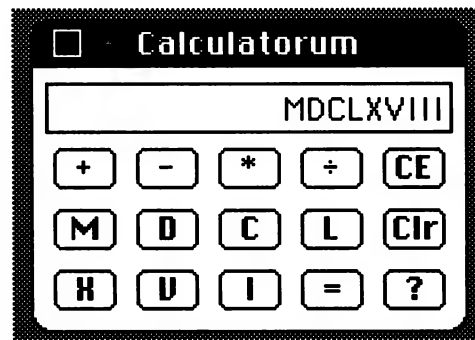
- note 1: these calculators are in the DAs folder of BCS Developer's B.

- note 2: unless otherwise specified, the calculators are on BCS Fonts/DAs A.

That's all the calculators on my APPLE menu. There is a scientific calculator DA on AUSOM 91.15 which is described as "excellent". pCalculator, a programmer's calculator (which I have not tried) on BCS 187. RPN Classic (an application not a DA). It is not as good as RPN-C. It is on BCS 190. There are two engineering "calculators" as well. Engineer's Assistant, a collection of conversion and database applications, on BCS 216 and HP eng calculator on AUSOM 91.01.

There are other "calculators" available, but they are either commercial, or related to graphics, WP or DTP.





Mouse Drag

This isn't a story about Mickey wearing Minnie's clothes but is about a sketching program for the Apple that will work under ProDOS or DOS3.3. When Peter Leeke acquired a rodent for his //e recently, I got to thinking about how little is known about using the mouse from BASIC. There are plenty of commercial programs that use mouses for drawing, desktops and word processing, but if you want to incorporate the little critturs into your own programs then you've got to read a manual or two.

The book that comes with the mouse is O.K. and also the Applesoft BASIC Programmer's Reference Manual. I pinched some ideas from the latter and figured that if a mouse isn't all that big, then a mouse program ought to fit into one line. The result is MOUSE DRAG

which enables you to sketch on the screen and save the result to disk if you wish.

When you RUN the program you will see a blinking dot in the left hand top corner of the HGR screen. This dot can be moved anywhere on the screen with the mouse. The X and Y coordinates will be displayed at the bottom of the screen. Actually the mouse will return numbers from 0 to 1023 for both X and Y, but only the first 279 and 159 are used respectively. Also displayed on the screen is the status of the mouse button. This 'S' readout will be '4' if the button is not pressed and '1' if it is pressed. '2' indicates that the button has just been pressed and '3' indicates it has just been released. If the number becomes negative then a key on the keyboard has been pressed. Use is made of this information in the program.

To draw, just hold the button down as you move the mouse. You can erase parts of the picture by 'nibbling' away with the blinking dot (don't press the mouse button). To clear the screen, press RETURN. To exit the program, press SPACE or any other key, you can then save the picture by typing BSAVE PIC,A\$2000,L\$2000

To view the picture at a later date, enter HGR then BLOAD PIC

If you are wondering why all the "PR#4"s and "IN#4"s etc. are in the program then read the manual..... I had to! To fit this program into one line you MUST use NO spaces (except between quotes), you MUST use ? for PRINT and you MUST use Ø for the line number. An expanded version is provided which could be modified to give COLOR choices, a non-destructive 'blinker' and other bells and whistles!

```
Ø D$ = CHR$ (4): PRINT D$"PR#4":
PRINT CHR$ (1): PRINT
D$"PR#Ø": PRINT D$"IN#4": PRINT
: PRINT : HGR : FOR D = Ø TO 1:
INPUT "":X,Y,S:X = X - (X -
279) * (X > 279):Y = Y - (Y -
159) * (Y > 159): VTAB 22:
PRINT X,Y,S" ": H$PLOT TO X,Y:
FOR M = 2 TO 3: H$COLOR= M + S /
4: H$PLOT X,Y:D = S < Ø: NEXT
M,D: POKE 49168,Ø: PRINT
D$"IN#Ø": IF PEEK (49152) = 13
GOTO
```

```
Ø D$ = CHR$ (4)
1 PRINT D$"PR#4"
2 PRINT CHR$ (1)
3 PRINT D$"PR#Ø"
4 PRINT D$"IN#4"
5 PRINT
6 PRINT
7 HGR
8 FOR D = Ø TO 1
9 INPUT "":X,Y,S
10 X = X - (X - 279) * (X > 279)
11 Y = Y - (Y - 159) * (Y > 159)
12 VTAB 22
13 PRINT X,Y,S" "
14 H$PLOT TO X,Y
15 FOR M = 2 TO 3
16 H$COLOR= M + S / 4
17 H$PLOT X,Y
18 D = S < Ø
19 NEXT M,D
20 POKE 49168,Ø
21 PRINT D$"IN#Ø"
22 IF PEEK (49152) = 13 GOTO
```



Tatslotto Number Generator

The program below produces a series of random numbers for a Tatslotto ticket in response to your input. You are asked how many numbers you want and how many games. the program obeys Tatslotto rules and requires you to have a minimum of four games if you only want six numbers per game.

```
7 DIM X(15)
8 PRINT CHR$(4)"PR#3"
20 Z$ = "TATTSLOTTO NUMBER GENERATOR"
40 GOTO 97
41 REM SCREEN HEADER
42 TEXT : HOME
45 PRINT
50 HTAB (80 - (LEN (Z$))) / 2: INVERSE : PRINT Z$: NORMAL
93 RETURN
95 REM SELECT HOW MANY NUMBERS
97 GOSUB 42
100 VTAB 10: INPUT "HOW MANY NUMBERS/GAME? (6-15): ";N$
110 N = VAL (N$)
120 ON (N < 6 OR N > 15) GOTO 100
135 REM SELECT NUMBER OF GAMES
140 VTAB 15: INPUT "HOW MANY GAMES? (1-12): ";G$
150 G = VAL (G$)
155 IF N < 6 THEN 195
157 IF G > 12 THEN 195
160 IF N = 6 THEN IF G < 4 THEN PRINT CHR$(7) CHR$(7): PRINT :
PRINT "IF YOU WANT 6 NUMBERS/GAME YOU MUST": PRINT "HAVE AT LEAST 4
GAMES."
170 VTAB 22: HTAB 26: PRINT "PRESS ANY KEY TO CONTINUE...";: GET W$
180 GOTO 97
195 GOSUB 400: GOSUB 42
196 PRINT : PRINT "GAME...NUMBERS...": PRINT
197 REM RANDOM NUMBER GENERATOR
200 FOR I = 1 TO G
220 PRINT I;: HTAB 9
230 FOR J = 1 TO N
240 X = RND (1) * 45 + 1: X(J) = INT (X)
245 IF J > 1 THEN Z = 0: GOSUB 340
247 IF Z = 1 THEN 255
250 PRINT X(J);" ";
255 NEXT J: PRINT
260 NEXT I
265 IF P$ = "P" OR P$ = "p" THEN PRINT CHR$(4)"PR#3"
270 PRINT : PRINT : PRINT : VTAB 22: HTAB 27: PRINT "RUN PROGRAM AGAIN
(Y/N): ";: GET W$
280 IF W$ = "Y" OR W$ = "y" THEN 97
290 HOME
300 VTAB 12: HTAB 27: INVERSE : PRINT " THANKYOU AND GOOD LUCK! ":
NORMAL
310 END
335 REM CHECK NO DUPLICATE NUMBERS
340 FOR K = 1 TO J - 1
350 IF X(J) = X(K) THEN J = J - 1: K = J: Z = 1
355 NEXT K
360 RETURN
390 REM SCREEN OR PRINTER
400 VTAB 22: HTAB 21: PRINT "NUMBERS TO SCREEN OR PRINTER? (S/P): ";:
GET P$
410 IF P$ = "S" OR P$ = "s" THEN RETURN
420 IF P$ = "P" OR P$ = "p" THEN PRINT CHR$(4)"PR#1": RETURN
430 PRINT CHR$(7) CHR$(7): GOTO 400
```

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Apple II New Releases

A mixed bag of goodies on offer this month. A FreeWare ProDOS utility, written by Sydneysider Richard Bennet. The Snail is a SCSI tape back up utility for the Apple II computer. I don't know if there are many Apple II users with a need for such a program, but in any case here it is.

Halloween, is a neat set of little animations for Halloween.

I'm not sure when Halloween is but I'm sure this release is either, too early or too late. So what the heck.

Also released are two disk of DHR clip art. The graphics can be imported into some paint and drawing programs, or can be used in Publish It.

There are also two AppleWorks disk for release this month. It's a long time since we've released one of these. These disks from NAUG (National AppleWorks Users Group) provides some demonstration files including, Alpha Check, a home and small business chequebook program, a handy file of AppleWorks Database hints. The second AppleWorks disk contains a demonstration using Superfonts for presentations. This is one you can build on for your own use once you've learnt the technique. Both disks demonstrate of the versatility of AppleWorks.

AUSOM PRODOS UTILITIES 10

THE SNAIL

This FreeWare program was written by an Australian, Richard Bennett. This disk contains a ProDOS 8 version of The Snail a utility which will backup any disk onto a SCSI tape drive recognised by the Apple II High Speed SCSI card. Hardware required: Enhanced Apple IIe with an Apple II High Speed SCSI card, and a SCSI tape drive which the card will recognise.

The AUSOM Apple II GS has a GS version of The Snail on the disk "Grab Bag 20". Documentation for the GS version is also on this disk.

Disk format. ProDOS Source A2 Central Released May '92

AUSOM MISCEL. 42

HALLOWEEN

Halloween is a neat set of little animations for Halloween. Nielson, the author, suggests running the program and setting the monitor in your window where people can see it on Halloween nights. Seems like a neat idea to me, lots of kids will love it.

Note that there are a bunch of program files listed in the catalogue of the disk, but the only one you should run is the BAS file HALLOWEEN. If you try running any of the other files your system will crash. The files are all dependent on the main HALLOWEEN program.

Disk format. ProDOS Source A2 Central Released May '92

AUSOM GRAPHICS 70

DHR GRAPHICS — THANKSGIVING

This Double-sided disk contains a series of public domain, black and white double high resolution graphics. Created by Pat Kern of Arizona, these images are completely public domain. All of the graphics follow a Thanksgiving theme (an American holiday).

All these graphics are double high resolution, which means they are 8-bit and can be used in 8-bit programs such as Dazzle Draw, Timeout Superfonts, and all versions of Publish-It!, as well as IIgs programs such as GraphicWriter III. They can't, however, be used with some other programs, notably those which require either older "high resolution" Apple II graphics or those which require IIgs graphics.

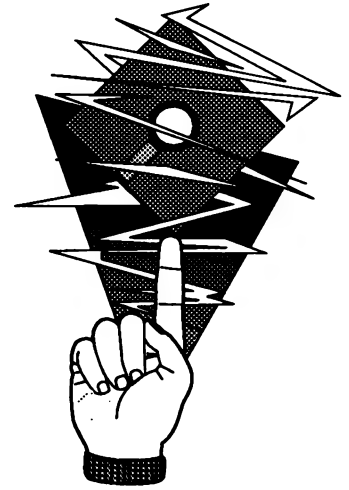
Disk format. ProDOS Source A2 Central Released May '92

AUSOM GRAPHICS 71

DHR CLIP ART 6

Another disk of DHR clip art which can be used in programs such as Dazzle Draw, Timeout Superfonts, and all versions of Publish-It! 10 Graphics on this disk including: Liberty, Bessell, Cable Car, Einstien, Eye, Madonna, Startrek, Microscope and others.

Disk format. ProDOS Source A2 Central Released May '92



AUSOM APPLEWORKS 53

SUPERFONTS DEMO

This disk demonstrates how to use TimeOut SuperFonts to prepare an on-screen demonstration. To see the demonstration, load the file EVENING.AW onto your AppleWorks desktop and then use TimeOut SuperFonts to "print" the document on the screen. Press the Return Key to see the next page. Study the EVENING.AW file to learn the tricks and techniques used to prepare this presentation.

Disk format. ProDOS Source NAUG Released May '92

AUSOM APPLEWORKS 54

FUN WITH APPLEWORKS

This disk contains a collection of games, hints, and other files of interest to AppleWorks users. It includes a demonstration version of Alpha Check, a home and small business chequebook program. There is a handy file of Appleworks Database hints.

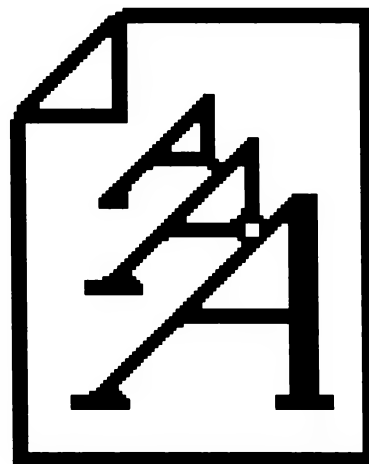
Some of the files on this disk are AppleWorks files you can read with AppleWorks. Others are System files you can launch under ProDOS.

If you do not know how to launch System files, boot AppleWorks 3.0 and insert this disk in another drive. Then quit AppleWorks and press the Tab Key until the list of system files on this disk appears on your screen. Highlight the file you want to try and press the Return Key.

You will want to explore the various material on this disk. Take your time ...and enjoy.

Disk format. ProDOS Source NAUG Released May '92

True Type Fonts



People using System 6 and a StyleWriter may wish to take advantage of True Type fonts. To do this you will need the following disks, which are available from the Mac PD Library. True Type Tools I and II will give you a basic start with True Type and AUSOM 92.23 and 92.24 will give you the extra fonts just released by Apple.

If you are using System 7 and the StyleWriter you will find the latest driver on the System 7 Tune-up disk (92.14). You will also probably want to add the fonts from 92.23 and 92.24. When you installed System 7 the 4 basic fonts—Times, Helvetica, Symbol and Courier—would have been added to your system folder.

If you are using an Imagewriter printer follow the choice above, according to the system you are using, if you want to use True Type. You also have the option of using Adobe Type Manager (a commercial program) and so make use of Type 1 fonts. These are the ones generally used by people using a Laser printer.

Anybody can use bit mapped fonts only. These are seldom recommended if you are setting type for professional publications but may be very useful for school publicity brochures, notices for the local fair or family fun day or party invitations. There are still many fonts available only in bit mapped form that are fun for both children and adults.

Fonts do not have to be limited to being used as blocks of text for example, many make fun borders for your creations



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Macros NKP

A macro set for AppleWorks v3.0 and TimeOut: UltraMacros v3.1

Macros NKP is a series of FreeWare TimeOut UltraMacros Macros, TimeOut HelpScreens and TimeOut Applications created for my own personal use. Due popular demand I have released them for general public use as FreeWare.

FreeWare grants you the right to copy and distribute the software. However, modifications must NOT be made to the program. FreeWare is copyrighted and it is required that the author's name and the copyright notice remain in the program.

Macros NKP requires AppleWorks v3.0 and TimeOut: UltraMacros v3.1 and assumes that the patches listed in the documentation are installed. (As most are cosmetic patches, this should not make a difference—however all my databases require DoubleData v2.0 and TotalControl v2.0 from JEM Software and some macros like generate the ASCII Table requires that the Beagle Bros. Companion Plus database Wrap to next record on Tab/Return at end patch is installed)

All of my macros assume that they can access the entire AppleWorks Program at any time. You can achieve this by either Preloading AppleWorks into memory or by having a SINGLE disk with ALL modules online at all times, i.e.; RAMDisk, hard disk or 3.5". NOT a 5.25". The Generate AUSOM timetable macro is a good example of this as it uses all 3 AW modules and continuously swaps between them all but has no provision for you to swap disks in and out as I do not use AppleWorks in this way.

Unfortunately, Macros NKP no longer fits on a 5.25" disk. The last version released on 5.25" disk was v6.0 and is still available from the

Apple II Disk Library, as are many earlier versions. From now on the Apple //GS Library will handle the distribution of Macros NKP. At the time of writing this article, Michael had v6.1 for release, however as I have made a few changes to some of the macros, namely rewriting Letterhead NKP and fixing a few minor bugs in Cadet Record Manager, I will probably release v6.2 in time for the May meeting.

macro sets using TimeOut: UltraLock, you will not be able to view or edit them. If you want to know why I lock my macro sets, come and see me when I demonstrate Macros NKP in the Blind Leading the Blind sometime in the next of months, probably in June.

Well what does Macros NKP include? It is broken up in to the following sub-sections—

System—Macros that sets various things up for the current set
General—Every day macros like Sa-Q (Oa-Q, Down Rtn) Switch to next file
Add files to Desktop—Does exactly that
Print Current Document—Works for all 3 modules and TimeOut: SuperFonts
Execute TimeOut Applications—For my most commonly used ones
Cursor Movement—As the name says
Change Current Disk Drive or ProDOS Prefix—I let you figure it out
Subroutines—Macros regularly used by other macros
Cadet Record Manager—Checks track of Air Training Corps Cadet details
Document Master—Creates new documents for all 3 modules from a menu
Label Master—Creates blank templates for use with common printer labels
Create Macros Temp File—Creates a file for editing/creating Macros
Create Letterhead WP Document—Generates my Letterhead & prints envelopes
Generate ASCII Table—With all the ASCII, HEX and DEC values both Hi & Low
Generate AUSOM Timetable—Used when I did the timetable each month
Configure AppleWorks.NKP—Installs printer codes, sets preloading etc.
Auto-Startup—Saved as Default set, configures AW and installs Macros NKP
Quit AppleWorks—I have quite got around to writing one yet. Why????
Interesting and Useful—Old macros I have written but no longer use
HelpScreen Source Code—TimeOut: Helpscreen listing the keys and functions
Macros NKP Notes and Revision History—The Documentation and notes

I have used my macros sets on many various computers including most ROM versions of the //c, both enhanced and un-enhanced //e's and on both ROM 01 and ROM 03 IIGS's. Although, not all macros work perfectly on other systems, they can be easily adapted to suit your own needs and system. I have done this for many other people.

The other important point to note is that although my macros should, notice I said SHOULD and not would, work on other machines, you will need over 200K available on your desktop to access the main source file, which at present is over 2500 line longs. The task files or TimeOut Applications included on the disk will enable you to see what some of Macros NKP features include. However as I have lock the

Also included are various TimeOut applications created with TimeOut: Macros to Menus, precompiled helpscreens for TotalControl v2.0 formulas and UltraMacros v3.1 information like listing corresponding keys to tokens, databases and word processor documents for use with Cadet Record Manager that demonstrate uses for DoubleData v2.0 and TotalControl v2.0, a sample layout for an address book database, QuickView—a FreeWare program by Mark Munz, that displays AppleWorks word processor files, and the latest version of ProDOS 8. Version 6.2 will include the fonts I use in my letterhead and other documents.



Overcoming disabilities when using IIs and Macs

Sometimes we can get too complacent as to the features of a particular model computer. It's almost like it's us versus them.

Having said that here's a story of two very good friends of mine, who have successfully used both.

Jack is a non speaking person, who attends a day centre. Some years ago he did a course at Huntingdale Technical College, on an Apple Macintosh, using a head piece.

My second friend Joanne uses a IIe now, she used to use a II+ some time back. Joanne started a little computer

business—since then she has progressed to teaching a mutual friend of ours about computers. Joanne can speak very well, yet has no use of her four limbs, and is now attending Holmesglen TAFE.

So the technology of today isn't just helping people like me and you, it's much more widely used than we are really aware about.



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System 6 Available

If you attended the April meeting you know System 6 comes on 6 disks and you can get the 6 for the special price of \$26 (plus post of \$2).

The disks are

1. Minimum System Disk (self Boot—very limited)
2. System Tools 1 (some of those extras you will need)
3. System Tools 2 (the rest of the extras you will need)
4. Install Disk (don't attempt to do it yourself)
5. Font Disk (BIG fonts—and some small ones)
6. SynthLab (all the MidiSynth music creation disk)

Your Needs

Most will need the first four—or at least 3 disks. It is better to get all six. If you are intending to buy at the May meeting PLEASE let me know in advance so I have enough sets. If you want Disk 1

only its \$7, any 2 disks are \$10, 3 are \$13, 4 are \$20, 5 are \$23.

There are some notes on the disk to assist you with the new features, and I hope there will be a review of System 6 by someone else in this newsletter—if not then in the next one (due to editorial cut off times).

Basically, there are so many advantages that you will have to upgrade. Speed alone now makes the Finder a pleasure to use.

Warning

If you have a hard disk I suggest you take the OLD System Folder and Icon Folder (and if you have a modified ProDOS—e.g. PC Transporter—that too) and put them in a folder called OLD.SYSTEM, and only then use the install disk to install System 6. Then check what you need from the old System and move them to the appropriate folder in the new System. Remember those fonts you normally use, or perhaps a few Desk Accessories or Start up files. Also

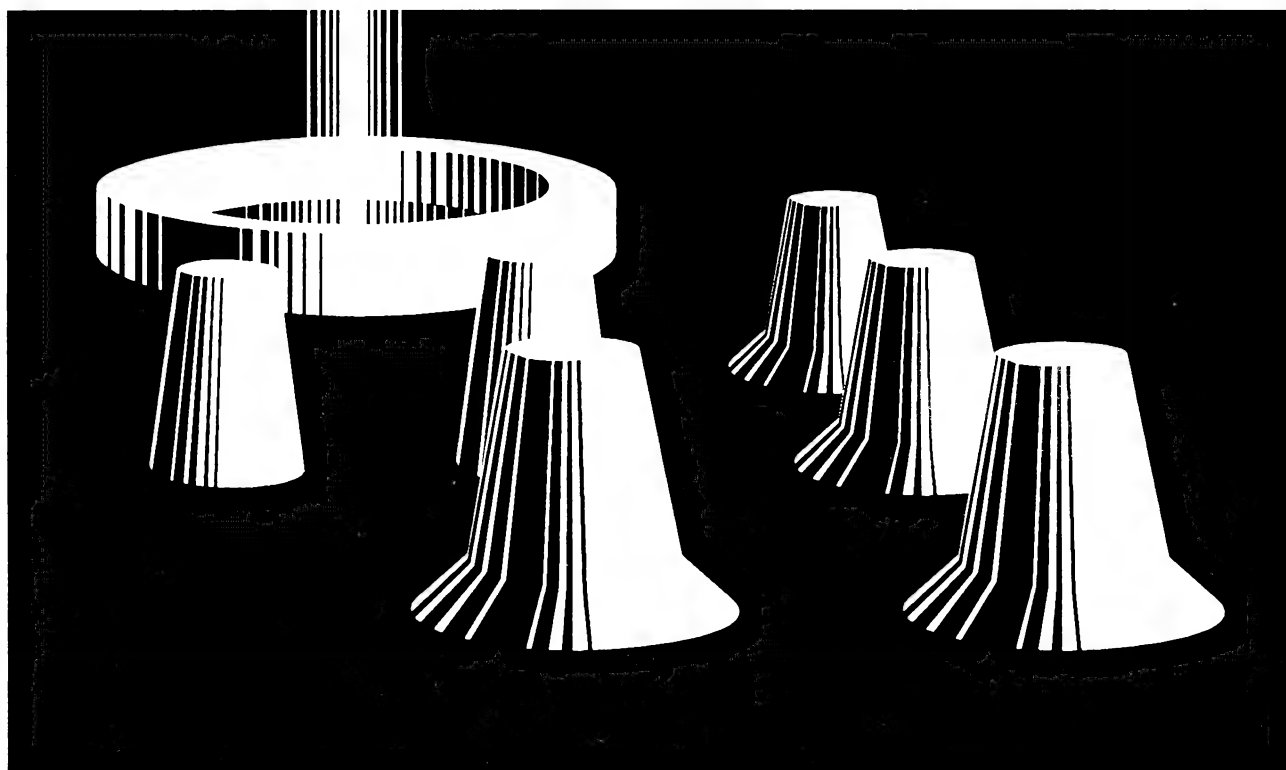
modify the new ProDOS if that is necessary (e.g. again PC Transporter)—for most that will not be necessary. Make sure that you do not mix tools, drivers, CDEV's etc. from the System 5 with the new System 6 (at least one person has with disastrous results) and copy Tool 29 if you use HyperStudio (see below re Newsletter disks).

Tell Me Of Any Problems

If you have some difficulties ring and ask those who offer help in the newsletter, and if you have some incompatibilities or programmes that cause trouble please put details on disk and send it to me and I will let everyone know through this newsletter.

MS DOS Reader?

There is a programme on Grab Bag 22, which I could not test in time but claims to read 800k MS Dos formatted disks on the GS 3.5 drive without any hard-



ware or System 6 File System Translators—have a try.

Games 58 Galactic Quest

Some members have reported problems with this game. I have found that my original comes up with "unclaimed sound interrupt" message when started. If anyone has a copy that still works or can help with why the programme does not run please contact me ASAP. All purchasers of the disk can exchange for another programme if they wish, or wait and see if there is a cure for the problem.

The Programmers Disks Sorted & Reviewed March 1992

Steve Davidson did a great job with these—there are 16. His short notes appeared last month. The disks are now available on special order (they will not be at the meetings unless you ring and ask in advance). I also need someone to take all 16 and review them and any new disks that come in that are of a similar type. Each review will be a separate review in the newsletter with explanations and a bit of programming advice and help for new programmers. Any volunteers?

Help Needed

The response to requests for reviewers for new PD disks was encouraging, so much so that now I am seeking people who will sort out the existing PD library and create new disks with themes. Those who have previously told me of an interest in helping should also let me know if they will help specifically in the following areas.

For HyperStudio Disk Sort

The first task is to take all the HyperStudio disks (there are about 40), and give them the once over. You will need a hard disk. As you sort, we will consult about how to best group them, review them and re-release them. Success with this will be followed by other such reviews. Any ideas and volunteers would be appreciated.

For Written Magazine Reviews Of Old Games

The title says it all—you get one or two of the 60 odd games and write a review for the magazine independently of the notes that I have written. Success with that will be followed by different themes—any ideas and volunteers would be appreciated. A hard disk will not be required for this job.

For New (Not TrueType) & Old Font Disks

I need someone to sort fonts on a regular basis, update AppleWorks data base, and prepare a print out of examples. Any volunteers?

Newsletter Disks

Upgrade Notes

These have been updated (version 2.3) as detailed in last months notes (free for new members, \$7 with trade in of old newsletter disks or \$13 for the 3 disk set otherwise). I failed to tell you all that you must load this from the desktop finder, and you will need to copy Tool 29 from the News Letter disk 1 or your System Tools disk to your Tools folder in your System folder on a COPY of your System disk. DO THAT NOW. There is room on the AUSOM System 5.04 disk for the tool without any deletions (use a copy only). If you have made up or filled up your own System disk, take something off to fit this in. It is needed for HyperStudio. There is also room on the System 6 self boot disk BUT transfer the Tool 29 from the NEW system tools disk NOT the Newsletter disk. On all new newsletter disks issued after 14th April 1992 you will find a copy of each of the tools in its appropriate folder marked System 5.04 or System 6.00.

Printing Articles From Newsletter Disks

The articles on the Newsletter disks can be printed out using any of the word processors on WP.02 or your favourite word processor or using Teach Text on System 6.00. Just boot up the word processor of choice and then choose Open under the file menu, insert the appropriate Newsletter disk 1 2 or 3 and choose the article you want and print it.

NoiseTracker v 1.0 and ESA RAP—Update

Yep, the ultimate programme update with tools, some source and the writing programme plus THE BEST mod written especially for the GS (not an import) and does it sound good. (Also version.7 of NT is included (why not?), and a new MOD player that is written in the USA called MOD Zap (version.41). Also Godzilla and Jack music to complete the disk.

This Months Disks

34 new releases and 3 updates take the library to 389.

- AW 05—Postcodes, ISD Telephone Codes and AppleWorks BIG Dictionary
- AW 06—The NKP (Nicholas Pyers) AppleWorks Macros 6.2 and Quickview AppleWorks word processor reader.
- EDU 19—All You Ever Wanted To Know About Lasers—Animation &

Sound and Hyper Cities, with HyperStudio Run Time on disk

- Fonts 18—For those who do not have Pointless here are 186 mostly new fonts on this disk. They are shrunk into two groups to fit on the disk, and you must use GS Shrink It on the disk to unshrink them
- Games 62—The Text Adventures 1. The original Colossal Cave Text Adventure, Dungeon (this eventually became Zork and Zork II etc.) and Dungeon Data File Translator Utility (roll your own Dungeon—sort of)
- GamesHelp 3—Yeyanother Update—Rastan and Qix saves.
- GrabBag 22—AUTOMENU.V2, BEER, DISK.INVENTORY.2, DOS2GS, EJECT, FILEMNGR.V2, FKEY, IMIL.FAST.UTILS, LAZYPEPO, LINESNDA, MEMORY.USAGE, NAMEMAKER, SHOWPIC6.1 SUPDATAPATH V 2.03, SUPERSELECT3.3B, TOOLTRACE.V1.CDA, VCR
- HyperStudio Grab Bag 04—Two patches—one replaces the defective extra manager on HyperStudio 3 with a new one and a patch for HyperStudio Sound Shop. Also a development HyperStudio disk for all HyperStudio users, that teaches you how to write some New Button Activities, Extras and Transitions. It includes source code. Then you get special fonts that work in 320 mode and extra NBA's, Extras and Transitions.
- NoiseTracker v1 Plus ESA RAP and Mod player v.41, Godzilla and Jack music and also version.7 of NoiseTracker (just in case)
- Programmers Disks—16 disks briefly reviewed in March 1992 newsletter—purchase individually or at special prices depending on the number.
- System 6—6 disk set at special price
- True Type Fonts 1-5
- True Type Utilities 1 A HyperCard GS stack showing some of the True Type fonts on disks 1—5

AW.05 Postcodes, ISD Codes & The BIG Dictionary

(review By Bill Agius)

A very practical disc to add to your collection. Postcodes are always a thorn in my side when it comes to reading the fine print in government publications. Peter Watson's efforts will thankfully eliminate that problem for me from now on. His ideas and suggestions are outlined in an extract from the docs. In addition there are ISD codes converted by Peter and a 194k custom dictionary obtained by Kevin Noonan.

POSTCODES & ISD CODES

Peter Watson says that the postcodes and STD codes in these files were extracted from the Australian Postcodes HyperCard stack distributed as part of the software shipped with new Mac's. "Since I find it hard to believe that a list

of postcodes and STD codes could be copyright, I have reformed them into a set of AppleWorks databases.

The files named 'xxx.CODES' are fairly obviously the postcodes and STD codes for each of the Australian states. The files OTHER THAN 'Vic.Codes' have been merged into the file 'Non.Vic.Codes' for those people with enough memory to load it.

The 'Misc.STD.Codes' file includes STD codes for places that for some reason weren't included in the basic listings—perhaps they did not rate their own postcodes? The 'Vic.Codes' file has one additional field called PreSort. This field contains a value from 'a' to 'j'. Each letter represents one of the sorting division defined for the 'National Pre-Sorting Plan for Registered Publications' defined by Australia Post. Presorted mail in these postcode divisions qualifies for a cheaper postage rate. The break-up is defined within these docs.

The 'Vic.Codes.Small' and 'NSW.Codes.Small' files do not include the STD codes—perhaps allowing them to be loaded on smaller systems. The last file is 'Time.ISD.Codes'. This file contains the ISD telephone prefixes and time differences (from Australian Eastern Standard Time) for every country.

Suggested use for these files—especially the Victorian postcodes files—is to use them with Total Control, the new add-on to AppleWorks from Randy Brandt at JEM Software. This has allowed me to simply type the first part of a place name, and have AppleWorks fill in the remainder, and the postcode as well, in an address list I maintain for a sporting

club! I hope these files will be as useful to you as they are to me."

the BIG dictionary

This is 194k of AppleWorks dictionary, which includes numerous words that are not in the dictionary when you press Open Apple V. To use it rename it Cust.Dictionary, after you have added any words in your Custom.Dictionary to it by using a text processor to copy the words over.

AW 06 The Nicholas Pyers Macros v 6.2 and Quickview

This disk is the subject of a separate review in this newsletter. Suffice to say that an earlier version was published in the Time Out Central on disk. This is updated and a must for all AppleWorks users the ONLY universal Apple programme II, IIGS and Mac LC (with Apple IIe card).

QuickView

An application that allows you to view AppleWorks Word Processor files quickly without booting AppleWorks. QuickView is FreeWare. It may be distributed to any Apple II users interested in it—Mark Munz c/o Beagle Bros, Inc., 6215 Ferris Square, Suite 100, San Diego, CA 92121

EDU 19

With HyperStudio run time version 2.1 (these stacks will not run under version 3.0)

Animated laser information

All you ever wanted to know but were afraid to ask. See the illustration for the topics covered. This is a top rating stack.

Also on this disk is HyperCities.

Although US based it must give you ideas for Aussie stacks.

Fonts 18

For those who do not have Pointless here are 186 mostly new fonts on this disk. They are shrunk into two groups to fit on the disk, and you must use GS Shrink It on the disk to unshrink them. If you only have one drive and insufficient memory for a ram disk, copy one of the files with .SHK after its name and the GSHK file to a new disk. Then unshrink as many as will fit on that disk. Then do it once more on another disk (each SHK file will expand to about 550K, which when added to the original file plus GSHK will take it over 800k the limit of a disk).

Although this sounds difficult it isn't! Do the same for the other SHK file (twice) and then you will have four disks, two of which you can delete the SHK files and GSHK files and then copy the expanded fonts from the other disk, ending up with one full disk and one disk of about 250k containing 186 new fonts! Try them out using Desktop Utilities and one of the text processors on WP.02 from March, or your own GSOS word processor.

Contents of /Macros.NKP.v6.2

File	Type	Size	Notes
Address NKP	Adb	9b	My Address Book DataBase (Requires DoubleData v2.0)
TC Information	Awp	10b	Source file for a helpscreen on TotalControl
AA Read Me	Awp	10b	This File you are now reading
UM Information	Awp	12b	Source file for a helpscreen on UltraMacros
Macros NKP	Awp	244b	Source code for Macros NKP (Requires 250K Desktop)
TO.LABEL.MASTER	Bin	5b	Creates Various sizes labels
TO.MACROS.TEMP	Bin	6b	A macro set for creating a temporary Macro File
TO.LETTERHEAD.N	Bin	8b	My Letterhead Macros in a TimeOut Application
TO.MACROS.NKP	Bin	8b	My main macro set in a TimeOut Application
TO.DOCUMENT.MAS	Bin	9b	Create Temp Documents
TO.TC.INFORMATI	Bin	12b	TimeOut HelpScreen about TotalControl
TO.HELP.MACROS	Bin	13b	My Macro HelpScreen
TO.UM.INFORMATI	Bin	13b	TimeOut HelpScreen about UltraMacros
CADET.RECORDS	Dir	1b	Sample files for Cadet Record Manager
QUICKVIEW	Sys	15b	Use to read AppleWorks Word Processor Files
PRODOS	Sys	34b	Allows disk to be booted

Contents of /Macros.NKP.v6.1/Cadet.Records

File	Type	Size	Notes
Terminations	Adb	22b	Requires DoubleData v2.0 & TotalControl v2.0
Personal Record	Adb	24b	Requires DoubleData v2.0 & TotalControl v2.0
T.Bivouacs	Awp	7b	Requires DoubleData v2.0 & TotalControl v2.0
T.Attendances	Awp	14b	Requires DoubleData v2.0 & TotalControl v2.0
BivouacsAwp	Awp	16b	Requires DoubleData v2.0 & TotalControl v2.0
T.Exam Results	Awp	19b	Requires DoubleData v2.0 & TotalControl v2.0
Attendances	Awp	19b	Requires DoubleData v2.0 & TotalControl v2.0
Exam Results	Awp	25b	Requires DoubleData v2.0 & TotalControl v2.0

A3DCAPS.31
ALGEBRA.12
ARTSCRIPT.27
BABYTEETH.23
BAREFOOT.32
BARNUM2.29
BENGUIAT.21
BOOK2.16
BRIGHTON2.32
CAESAR.12
CELTIC2.22
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KORINNA.32
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 PENNANTCAPS.32
 PRIMER.18
 RAZORCAPS.32
 ROCKY.22
 ROMAN.10
 SHAMROCK.32
 SKYLINECAPS.32
 SMALL2.7
 STENCILCAPS.30
 TILES.18
 TINKERCAPS.21
 TITLE2.32
 TRIPLETS.32

Games 62—The Text Adventures

(Review By Bill Agius)

As the old disc-jockeys from the sixties would say... "And now we have a blast from the past!!!"

When I got my first Apple II+ a few years ago, text adventures were a constant source of enjoyment for not only me, but also my family. Today we are spoiled with the graphics and sound of arcade type games.

Doing the review for this disc was like driving a vintage car with the top down, I was hooked all over again. For those of you who have never attempted some of the old classic text games, here is your chance to stimulate the old gray matter in a battle of wits with two classic text adventures. Extracts from the docs follow:

The Original Colossal Cave Text Adventure

(Ported to the Apple //GS under APW C by Doni G. Grande)

This program was originally developed by Willie Crowther. Most of the features of the current program were added by Don Woods. This version was adapted to APW C for the Apple //GS by Doni G. Grande from code adapted by Bob Wissner from code adapted by Lawrence R. Steeger from code adapted by Jay R. Jaeger. As you can see, lots of people have had their hands in this code!

No attempt was made to make the program more user friendly (I just wanted to get it to run!). However, I will probably convert this to a full desktop GS program in the next couple of months. In the meantime, you can try your hand (and probably your patience) with this version.

To start the program, launch it from a program launcher or using a shell such as APW. All text and information used by the program is contained in six text files:

ADVENTUR.DB1—Long descriptions
 ADVENTUR.DB2—Short descriptions
 ADVENTUR.DB3—Directions for movement
 ADVENTUR.DB4—Recognized words
 ADVENTUR.DB5—Objects
 ADVENTUR.DB6—Program messages
 The files included are all the original unedited databases.

You may find some fun modifying these to your liking using any text editor. Just be careful or the new versions may not work. Always modify a backup!

As mentioned above, no effort was made to improve the user friendliness of this program. This is most evident when entering commands; the program does not correctly interpret keyboard editing commands (like backarrow to correct your typing). Also, filenames for saving and retrieving games must be entered exactly or the program will bomb. And the only way to retrieve a saved game is to QUIT and start over. The desktop

version will fix these problems, but you will have to live with them for now.

Any comments are welcome. This version of the program continues life completely in the public domain. Enjoy it, and give to everyone you think might like it.

DUNGEON—Apple //GS notes

(ORCA/C 1.3 port by Doni G. Grande—12/29/91)

Note that the HISTORY file gives a very detailed history of this program. Some of you may remember the Dungeon game found on PDP-11 computers back in the late 70's. Dungeon eventually evolved into Zork, which was sold by Infocom as Zork I, II, and III for various processors, including the Apple II. I loved playing the old Zorks; however, it is now next to impossible to find the original Zorks since Infocom is no longer in the Apple II market. If you ever played the "Infocom Zorks", you will notice that while the storyline is exactly the same, the parser in Dungeon is somewhat primitive by comparison. However, it is still quite playable and besides, it's free! All the original source code for this game was released with the stipulation that it not be used for commercial use. In other words, enjoy the game, but don't try to sell it. To get started in Dungeon, just run the program and then type HELP for a list of common commands, and INFO for a bit of background. From there you are on your own! One last note: I've enabled an option that allows you to type GDT will get you into the "game debugging tool". Here you can do all sorts of things to the game. However, the parser is simple-minded, and you can crash the system if you enter the wrong thing. Among other things, when asked for "Limits", be sure to enter two numbers separated by a comma. I strongly suggest you SAVE your present position before entering GDT!

Let me know if you enjoy this game, or if you find some dastardly bug hiding deep within the dungeon somewhere.

Also included on the disc is a folder containing DUNGN.DATA.SHK, which has an EXE file (usable only by IIGS "shell" environments such as ProSel-16, APW, Orca, GNO, and others) to actually modify the dungeon and its rooms to provide interesting and fun alternatives to the standard adventure. Note that even if you don't have a shell application with which to modify the program, the DUNGN.DATA.SHK file also includes a large text file which includes the basic information of what's in each room and what options are available... meaning that it's a highly useful "cheat" file to consult if you get badly stuck or otherwise frustrated.

This release of Dungeon is probably one of the more exciting and interesting pieces of public domain IIGS software to ever be released. It provides a ton of fun, a lot of nostalgia for diehard II'ers who remember the old Zork games, introduces a great adventure to lots of

new people, and an interesting file for programmers and hackers to explore. Following is an extract from the docs:

Dungeon Data File Translator Utility

(Ported to the Apple //GS by Doni G. Grande—12 Jan 92)

This program can be used to translate the DTEXTC.DAT file for the Dungeon game to and from ASCII. With this program, you can change most of the way Dungeon looks and works. However, be sure to backup the original DTEXTC.DAT before making any changes! The program has been tested under the shell included with Orca/M 2.0 and with GNO; however, it should work with any shell.

If you want to use the new binary file with Dungeon, it must be named DTEXTC.DAT (again be sure to backup your original!). I've played around with this some... it's kind of neat to change "troll" to "Scully" and "axe" to "Mac" in all the rooms and messages. Then you get messages like: Mr. Scully swings his Mac, and misses you by a hair! The unconscious Scully cannot defend himself, and disappears in a cloud of black smoke. Really makes you feel good about the Apple II, again!

Doni G. Grande, GENie: D.GRANDE2, Snail: 9112 Rose Pl, Baton Rouge, LA 70809

The documentation is far more comprehensive on this "must-have" disc, which I am sure will provide you with endless hours of enjoyment.

GAMES HELP 3—REVISED AGAIN

Yep—another couple of helpful bits—but untested. Make Qix and Rastan backups.

GRAB BAG 22

reviewed By Bill Agius

This disk contains an interesting cross section of applications & trivia. (Perhaps the most interesting is the Dos To GS reader that apparently will read MS DOS formatted 3.5 inch disks on a GS ProDOS drive without any extra hardware, and 5.25 MS DOS disks if you have a PC Transporter—there are also some great updates and new programmes—read on—Michael)

AUTOMENU.V2

AutoMenus is a permanent INIT (PIF). To use it, put it in the System/System.Setup folder of your startup disk. AutoMenus's purpose is to ease the use of the System menu bar (the one at the top of the screen.) When using AutoMenus, it is not necessary to press and hold down the mouse button to pull down and scroll through menus; the mouse is simply clicked to make a selection.

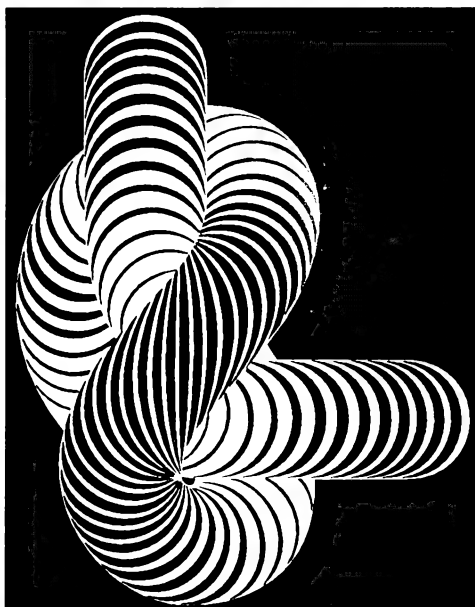
This little helper has been on my set-up for yonks. Not only do I think it's really neat to use, I like little gizmos that do their job without making a fuss.

When this latest update appeared, I replaced the older version (1.11) only to find that nothing happened. I would be interested if anybody else who uses AutoMenus encountered the same situation. The earlier version performs perfectly with System Six, so I recopied the 1.11 version back into the System Setup folder.

If you like and use the program, (old or new version) send off the well deserved \$5.00 (or more!) to: Jay Krell, 145 East Lauer Lane, Camp Hill, PA 17011-1313

BEER.

Remember that little song one tends to hear at kindergartens and drunken parties, "There were 99 bottles standing on the wall... etc.," Well here it is again, with the added bonus of being able to enter huge numbers into the millions.



A great program to run when you have unwelcome visitors. Just for fun I entered the number 1,376,377. I am typing this on a //e, and in the background he's down to 1,376,054. Next newsletter I will inform you of any mistakes in the countdown!

DISK.INVENTORY.2

This program has a user-friendly interface that prompts you for the volume to be listed, once selected you are given the following choices for placement of the relevant data: SCREEN, PRINTER, TEXT FILE, QUIT TO PRODOS, EXIT TO BASIC

The resultant output lists all the usual directory attributes, including the all important Block usage of that particular directory.

DOS2GS—Read MS DOS on your GS 3.5 Drives

The documentation for this program is very extensive and quite large. I have extracted a few of the salient points to give an over-view of it's capabilities.

For some time now the PC Transporter MS-DOS card from Applied Engineering is available. Using this card, PC compatible disk drives can be connected to an Apple II computer. Under MS-DOS, files can be moved between MS-DOS and ProDOS, but under the operating systems of the Apple II, this was not possible (the reason is rather simple: As long as MS-DOS is running on the PC Transporter, both systems are active, MS-DOS on the v30 chip of the card, ProDOS on the 65c816 processor of the GS—file conversion is thus relatively simple; under ProDOS alone, the routines to read the MS-DOS file system are missing).

The DOS2GS program has been developed to bridge the gap (at least in one direction)—even without the MS-DOS File System Translator (FST) and/or the High Density super disk drive (HD). Now you can read MS-DOS floppies running the Orca or APW shell under GS/OS on an Apple II GS equipped with the PC Transporter. This software requires the PC Transporter with a 5.25 inch Transdrive connected to it. The AEPC drivers must be installed in the file PRODOS (see the PC Transporter manual for details).

DOS2GS will also read floppies from Disk II drives formatted under MS-DOS with the PC Transporter (they will look like 360 KByte floppies with many bad sectors). Even MS-DOS floppies from Apple Disk 3.5 drives connected to the Apple II GS disk port, or from UniDisk 3.5 drives will be read (depending on the MS-DOS version, they will hold 720 or even 800 KBytes). This will even work without a PC Transporter installed!—If decide to use the program regularly after a two week trial period, you have to pay the ShareWare fee. Otherwise, you have to delete all copies of the program or (better) give them to your friends. The ShareWare fee is US\$ 20 (US\$ 15 within Europe). For

registration, send this amount of money (together with a short note containing your current version of DOS2GS, and where you got it) to:

Delonge & Tucek Software, Gustav-Heinemann-Ring 25, 8000 Muenchen 90, GERMANY

Registered users will receive the latest version of the program and will be entitled to use every newer version available from other sources (downloaded from a BBS, distributed by other registered users or anything else).

EJECT

I didn't test this one, I already have more eject systems on my gs than a squadron of F111's. Following is an extract from the docs:

In response to the post asking about ejecting disks from 3.5 inch drives, here are some programs I wrote long ago for my Unidisk drives on my //c. I believe they'll work for the Apple 3.5 drive as well.

WARNING : The Eject command may cause some Smartport hard drives to format themselves. Certainly, no guarantees are made for any devices other than 3.5 inch disk drives and you shouldn't have ANYTHING IMPORTANT in ANY drive until you are sure these programs will work with your equipment without negative responses. I would appreciate feedback on what types of systems/equipment these programs do and don't work on.

FILEMANGER V2.01

Because the deadline for the newsletter prevents me from fully road-testing this program, I have taken pertinent details from the docs to give you an over-view of the many utilities provided by this NDA. I did install it and had a quick peek, and it has a great little dialogue box complete with the appropriate icons representing the various functions.

Documentation for the program takes up a gigantic 45K on the disk and should provide many hours of reading for those of you who wish to investigate further. (I think the butler did it!)

File Manager is a new desk accessory (NDA) for the Apple IIGS which provides the user with a collection of highly useful file manipulation tools. Once it is installed, you will be able to perform the following operations from any standard desktop application using an intuitive, icon-based interface:

- view the contents of a disk or folder
- create new folders
- remove files and folders
- rename, move, and copy files and folders
- examine a file's size and calculate the contents of a folder
- examine and change a file or folder's file type, auxiliary type, and access attributes
- change the creation and modification time of a file or folder
- automatically search a disk or folder for a file
- view, search, and print any file
- initialize, erase, and rename disks

As stated in the documentation, File Manager is ShareWare. The ShareWare fee is \$20, or \$25 outside the U.S., Jeff Hartkopf, 533 Wildrose Court, Louisville, CO 80027

FKEY

Following is an extract from the docs that should give you a warm feeling...

This product is classified "Jesus-A-ware". It is the equivalent of FreeWare. It is distributed the same as God's Love. That means it's free to anyone who'll accept it. It will be given to anyone, regardless of who or what you are, or have been. It's not where you've been, but where you're going!

Everyone is free to use the "JesusAware" name. Spreading the Gospel message through Software. This product is free. Give it to everyone, even if they don't have a computer! This work is a labour of love for my Lord and Saviour Jesus Christ!

FKEYs is a Control Panel NDA Device (CDEV) that adds function keys to the IIGS. FKEYs are similar to NDA's, CDA's, or CDEV's. They are mini programs stored on disk and loaded when you boot your computer. These programs are called up inside of other programs at the press of a key sequence, something like a macro. Several utilities already use this method. FKEY is written as a standard environment to prevent conflicts between these types of programs, reduce memory and disk space requirements, and improve the overall efficiency of the IIGS with many utilities installed. FKEY takes advantage of a IIGS with an extended keyboard.

Included with the FKEY CDEV are several FKEY files that: Blank the Screen, Save the Screen, Change the TransWarp GS speed, Zoom a Window or Send it to the back, Change the Key Translation, and Eject Disks. Each of these FKEYs can be called up with a simple keystroke sequence to immediately give you the results you desire, when that option seemed to be left out of the program you're running.

...Back to me. The documentation is HUGE and includes installation instructions, functions etc. Mr. Leffler concludes with the following message:

This is only a beta version and the final format for an FKEY file may change slightly. Dave Leffler, 141 Cape Drive, Fort Walton Beach, FL 32548

IMII.FAST.UTILS

-1. PRINTER SETUP:

Allows you to set your printer up with different options before printing. Also allows you to set a default printer command which will be executed each time the program is run.

- 2. DISK LABEL MAKER: Allows you to print disk labels. You must use 3/4" x 1 1/2" labels that are 3 across. If you use labels that are only 1 across, you must enter 1 when prompted for position. (1 is for the left side, 2 is for the middle, and 3 is for the right side).

- 3. ALL PURPOSE LABEL MAKER: Allows you to make your own 1in x 3in labels (Up to six lines). Uses the default address (see the setup option under #5).

• 4. 3x3 LABELS:

Allows you to print address labels (3/4" x 1 1/2") that are 3 across and 3 down. Uses the default address (see the setup option under #5).

• 5. ENVELOPE ADDRESSER:

Allows you to print both from & to addresses on envelopes.

(Both standard & business sizes) Also allows you a default return address which will be kept until you change it.

• 6. HELP:

Gives a short description of the menu options.

• 7. EXIT:

Exits via BYE.

LAZYPEPO

For the members who understand German I will include an extract from the docs. I installed the NDA with Desktop Utilities and all I got was "application path not found".

To add insult to injury, when I tried to remove it (again with DTU) my system crashed. "Ich verstehe nur banhoff!" is a German phrase that comes to mind. Here is a perfect opportunity for a member who can read the following, send in an article for the next newsletter and enlighten the rest of us!

"Warum dieses NDA gerade DIESEN Namen hat, kann ICH mir #berhaupt nicht erkl#ren. Schlie'lich erlaubt es die konsequente Fort#hrung, dessen, was ein #berzeugter GS-Benutzer den ganzen Tag tut: die Finger an der Maus zu haben....."

So there you have it, this little FreeWare gem was created by:

Tom Tooley Software BERLIN, c/o Theo Schneider, Babelsberger Str. 40, 1000 Berlin 31 FRG

LINESNDA

A cute little box that fills with random lines.

MEMORY.USAGE

This program is FreeWare. You may do with it whatever you please.

A practical addition to any Desktop application that also adds a little 'pizazz' in the form of a red barometer.

Memory Use NDA is an Apple IIGS New Desk Accessory (NDA) that dynamically shows you how much memory you have used (expressed in percent) in a small NDA window.

To install Memory Use NDA, just copy the file "Memory.Use" to the "":System:Desk.Accs" folder on your boot disk, then re-boot the computer. The "Memory Use" item will now appear under the Apple menu.

Note: Memory Use requires GS/OS System Software v5.0.4 or greater to run. The file includes a resource fork.

Bill Tudor v1.00 11/91

NAMEMAKER

An Applesoft Basic program that the author claims will make you a list of names. I ran it and I still can't find the names I asked for, perhaps you may have better luck. So for the moment I will remain nameless and hand you over to the programmer:

"It was whipped up in basic so it'll run on any Apple II and it's easy to play with. Its no model of structured programming but its not TOO bad. There's REM statements in the appropriate places. Besides, its pretty simple. If you know any basic programming you should be able to figure it out in no time."

"If you like it send me... nothing! Give your money to a charity you like. A letter, postcard or brick through the window with your thoughts on it would be nice if you feel the need to send something. My address until around July of 92 is: Joseph Nowakowski, 420 West Delavan Ave., Buffalo, N.Y. 14213"

SHOWPIC6.1

If your day hasn't been going all that well, read Mr. Leffler's introduction and maybe you'll feel a little better...

"This product is FreeWare. Give it to everyone, even if they don't have a computer! This work is a labour of love for my Lord and Saviour Jesus Christ!"

For anyone interested in graphics, this program is a must! I have installed this latest version, and it works like a charm with System Six. Read on for an overview of this versatile graphics utility.

ShowPic is an New Desk Accessory that will allow you to view any type of IIGS Super HiRes Graphic, plus some other non-IIGS formats. You can also save that graphic in a couple of different formats, and do some simple colour conversions.

You may view:

- Unpacked graphics (Screen) files
- Eagle/Packbytes format packed graphics files
- Apple Preferred format packed graphics files
- PaintWorks format packed graphics files
- PaintWorks Gold 640 mode packed graphics format
- PrintShop GS Colour Graphics
- Normal 3200 Colour pictures
- Packed 3200 Colour pictures, "3201"
- Packed French pictures (APP) and APF.
- Graphics Interchange Format, GIF graphics versions 87a AND 89a
- MacPaint graphics, Full or Half height

You may save graphics in: (does not apply to 3200 colour pictures)

- Unpacked graphics (Screen) files
- Apple Preferred Format packed graphics files, Full or Screen Size
- Double Height Apple Preferred Format files, Full or Screen Size

You may convert: (does not apply to 3200 colour pictures)

- 320 mode pictures into 640 mode colour pictures
- 320 mode pictures into 640 mode gray scale pictures

- 320 mode to 640 mode
 - 640 mode to 320 mode
 - 640 mode to 320 mode with default palette
 - 320 mode to 640 mode with default palette
- You may also:
- Display more than one graphic at a time in a slide show fashion.

Installation:

Simply copy the file "ShowPic6" into the "DESK.ACCS" folder found in the "SYSTEM" folder of any of your boot disks. It is an Extended file (at this time), so it may not be copied with just any copy utility, only those supporting extended files like the Finder or ProSel 16. The next time you boot that disk you'll find "ShowPic 6" under the Apple menu. You may also install it using any of the DA Installer programs. It shouldn't matter where the file is located.

SUPDATAPATH v2.03

This fantastic program does all that it claims. One of the most annoying things I find with "open" dialogue boxes, is the necessity to repeatedly open and close a number of folders before you actually reach the application you want.

SuperDataPath allows you to predetermine which applications you wish to access for any program you are currently working with. As Mr. Tudor says, this utility is very low profile, but is always there when you need it, and does it's thing with a minimum of fuss. My next bunch of ShareWare payments will include a well deserved cheque for Mr. Tudor, and I am sure any person who uses it will do the same.

Here is a sample from the docs to give you some indication of it's power:

What SuperDataPath will do for you:

-Transparently sets the default (original) data directory for any and all Apple IIGS desktop application (S16 files) that you wish. The default data directory is the one that is shown FIRST when you select 'Open' from the Application's 'File' menu.

-Adds a folder icon to Open file dialogue boxes that, when clicked, displays a pop-up menu of all you FastPaths so you can quickly switch to them. This feature is called SuperPath. This Power Tool is an optional feature of SuperDataPath. Over 2,000 paths can be set up in this manner, allowing you to quickly access various folders on your system. This is an invaluable tool, particularly for hard disk users.

-Fixes a minor bug in the current version (System Disk 5.0.4) of Apple's Standard File Toolset.

You may have (like me) noticed that whenever you run a desktop program and select 'Open' from the file menu, the system almost ALWAYS first shows you the directory that you do NOT want to load files from. You may have to go through the tedious process of moving through all your drives to find the data directory. SuperDataPath stops all this.

The very first time you select "Open" from the file menu, the directory YOU want is displayed.

To make things even easier, during Open File dialogues you can select the SuperPath folder icon in the upper-right corner to display all your FastPath folders in a pop-up menu, and tell the system what folder you want to view by simply selecting it.

SuperDataPath uses a file called */System/Desk.Accs/sDataPath.Data which is located in the same directory as your other NDA's. This file is a standard text file and may be edited by any text editor (such as Edit-16, available from Simple Software Systems, International).

SuperDataPath is ShareWare. This means that you may distribute the program any way you like. It also means that I am asking for a \$10 donation from those of you who like and/or use the program. Please support me in my efforts to develop quality Apple IIGS ShareWare. Please send the \$10 to: Bill Tudor, 3925 Greencastle Rd. Suite #108, Burtonsville, MD 20866

SUPERSLECT3.3B

SuperSelector is a ProDOS-8 based program that allows you to select and run programs (SYSTEM, BINARY, or BASIC files) on any ProDOS disk, using either the keyboard -OR- the mouse to select the file(s). It was originally designed to allow selecting files before ProSel existed, and as designed, outperforms ProSel as a general file launcher.

You simply set SuperSelector up as "Selector.System" as the first "xxx.System" file to be run when ProDOS boots, and you're off and running.

SuperSelector requires ProDOS-8, 64k (min—does NOT use any more than that), the 65C02 cpu and the MouseText character ROM (read: //c, //gs, enhanced //e). A mouse is optional.

Please note that this program is BETA—I'm in the process of re-writing the 3.23 program over to handle Applications (previously called QuickDo) keys in a different manner. The problem is that the drive that all the source was on took a nose-dive, along with most of my notes on the subject. Sigh. In any case, the program DOES work, with the exception of the Applications handling. The commands (and routines) are there, but you can't get them to work.

Play with this thing and let me know how it works out for you. Best way is to call TCQ's number and get an account; you'll get faster response that way, since it seems all mail going into and from my InterNet account is being either mis-directed or intercepted. by T.C.Wilson.

TOOL TRACE VI CDA

This program runs a menu format similar to Shrinkit, and that's about all I understood. The only tools I'm familiar with are in the boot of my car. Over to Mr. Meekins...

Tool Tracer is a nifty little CDA which flashes the border red whenever a specified tool had been accessed. For example, let's say you need to trace BeginUpdate calls. Enter the control panel, select System Tool trace and enter the tool number for BeginUpdate, \$1E0E.

That's all there is to it. Tool Tracer is extremely simple to use and has not caused any observable trouble to the system. Tool Tracer does incur the slightest slow down during tool calls ONLY IF A TRACE IS ACTIVATED. As long as no calls are being traced, Tool Tracer is invisible to the system. Coming soon I'll add the ability to trace user tool calls, GS/OS, and any \$5C-style vector in memory.

Tool Tracer is hereby donated to the Public Domain by myself, Tim Meekins.

VCR

Following is a condensed explanation of the program by the author:

This is a ShareWare (\$10) program that takes an input of two times, and two counter readings on a VCR and calculates the counter reading for each minute and also produces a graph of time increment vs count.

To use the program you must first have recorded an initial time and count, and a second time and count in the middle someplace or near the end of the tape. The best way to do this is to set up a Camcorder and a watch or stop watch near the VCR counter and record for 6 hours, starting both the VCR on record, the counter at 0, and the watch at 0, recording the watch and counter readings. This way you can FF to any place on the tape and observe the time and the counter reading. If you don't have a Camcorder, then you'll have to use an alarm clock to remind you when to go read the counter and record the time elapsed.

The program will calculate for you the counts for other speeds using this data.

The File menu is only used for printing the data to your Imagewriter and Quit(ing) the program.

The Options menu is where you select the various options.

The window menu selects the next window—graph or minutes.

The graph of time interval vs count is used to position the tape more accurately than by guessing.

If this program is useful to you I would appreciate a donation of \$10, and thanks. For that and suggestions you can contact me at:

Bill Mack, 10515 228th Lane South, Boca Raton, FL 33428-5756, (407) 852-8560

HyperStudio Grab Bag 04

This is the development HyperStudio disk for all HyperStudio users, that teaches you how to write some New Button Activities, Extras and Transitions. It includes source code.

For non programmers this disk includes two patches—one authorised and di-

rect from Roger Wagner that replaces the defective extra manager on HyperStudio 3 with a new one—follow the directions on about card 10 of the DEV stack.

It also includes a patch for HyperStudio Sound Shop, which I have carried out but can't remember why. This is not from Roger Wagner.

Then you get special fonts that work in 320 mode. If you use HyperStudio 3.0 you know that although it seamlessly shows colour, the text is hard to read. These fonts from Studio City magazine on a disk (subscribe NOW—see December 1991 magazine for details) cure the problem.

Finally an interactive, skilful and colourful stack on colour and the GS in ColourWheel.

All the stacks are must for any HyperStudio owner

Oh yes, as an added bonus there are extra NBA's, Extras and Transitions in the Development folder.

NoiseTracker v 1.0 and ESA RAP—Update

Yep the ultimate update with tools, some source and the writing programme plus THE BEST mod written especially for the GS. See Intro for full details.

Programmers Disks—16 in all

See the Intro and the March news for short details—special offer.

System 6

See the Intro for the special price and details.

TRUE TYPE DISKS 1 TO 5 AND UTILITIES 01

You've read all about them and bought Pointless through the special offer at \$85 plus \$5 postage. Now you NEED the fonts—well here are four full and one part completed disk of them plus a HyperCard GS stack that displays some of them for you to choose from (Utilities disk). This will improve your output no end—pricing—well the same as System 6—that is 1 for \$7, 2 for \$10, 3 for \$13, 4 for \$20, 5 for \$23, 6 for \$26. These disks arrive via the tireless efforts of Nick Pyers, who literally spent hours (6 1/2 over some sessions) downloading from the AUSOM Premium Access Board

TRUE TYPE 01
ALBATROSS \$C8 120
ALBATROSSREADME TXT 8
ALEXANDRIA \$C8 52
ANDESITE \$C8 91
ARCHITECT \$C8 76
BENJAMINCAPS \$C8 41
BLACKCHANCERY \$C8 63
BLACKFOREST \$C8 88
BODIDLYBOLD \$C8 83

BRASSFIELD \$C8 90
CARRICKCAPS \$C8 162
CLASSICAL \$C8 228
CRILLEE \$C8 129
ENYA \$C8 96
ENYA.README \$50 7
FLEURONS \$C8 87
FLEURON.README TXT 3
FURIOSOTITLING \$C8 40
GOUDYHUNDRED \$C8 92
TRUE TYPE 02
GOTHICHND \$00 47
GOUDYHUN.README TXT 5
DAVYSOTHERDINGB \$C8 437
DRAGONWICK \$C8 53
FUTURE \$C8 133
GENOA \$C8 224
GOUDYMEDIEVAL \$C8 59
GREENCAPS \$C8 36
HARRINGTON \$C8 58
HARRING.README TXT 1
HEIDELBERG \$C8 81
HEIDEL.README TXT 4
HELVETICA \$C8 223
HORSTCAPS \$C8 37
INKABOD \$C8 75
KONANURKAPS \$C8 84
TRUE TYPE 03
KENNON \$C8 95
KINIGSTEINKAPS \$C8 132
LASERLONDON \$C8 65
LEECAPS \$C8 79
MAZAMA.TRUE TYPE \$C8 36
MIDDLETON \$C8 105
MIRA \$C8 42
ORNAMENTS \$C8 296
ORNAMENT.README TXT 4
OSWALDBLACK \$C8 128
PIGNOSETYPE \$C8 104
PREMIUM \$C8 51
RELIEFDECO \$C8 72
REYNOLDSCAPS \$C8 24
RICKSHAW.TT \$C8 145
RICKSHAW.READ.M TXT 8
ROTHMAN.TRUE TYP \$C8 27
ROTHMAN.READ.ME TXT 19
RUDELSBERG \$C8 55
RUDELSB.README TXT 5
SAINTFRANCIS \$C8 66
STFRANCIS.READ TXT 4
TRUE TYPE 04
STARFLEET.TRUE T \$C8 43
SFLEET.README TXT 3
STYMIELIGHT \$C8 55
STYMIIE.README TXT 5
TECHPHONETIC \$C8 159
THOMAS \$C8 98
TIMES \$C8 514
TOULOUSELAUTREC \$C8 43
UPPEREASTSIDE \$C8 73
UPPERWESTSIDE \$C8 251
VARAHCAPS \$C8 196
WEDGIE.TRUE TYPE \$C8 82
WEDGIE.READ.ME TXT 20
TRUE TYPE 05
WESTERN \$C8 115
WINDSORDEMI \$C8 107
TRUE TYPE UTILITIES 01
TT.BROWSER.VOL1 \$55 972
DAVYOTHER.SHR \$C0 38
FLEURON.SHR \$C0 15
FONTLIST01.SHR \$C0 58
FONTLIST02.SHR \$C0 32
ORNAMENT.SHR \$C0 33
RAKSTUDENT.SHR \$C0 38
SYMBOL.SHR \$C0 65
TECHPHON.SHR \$C0 32

Members' Ads

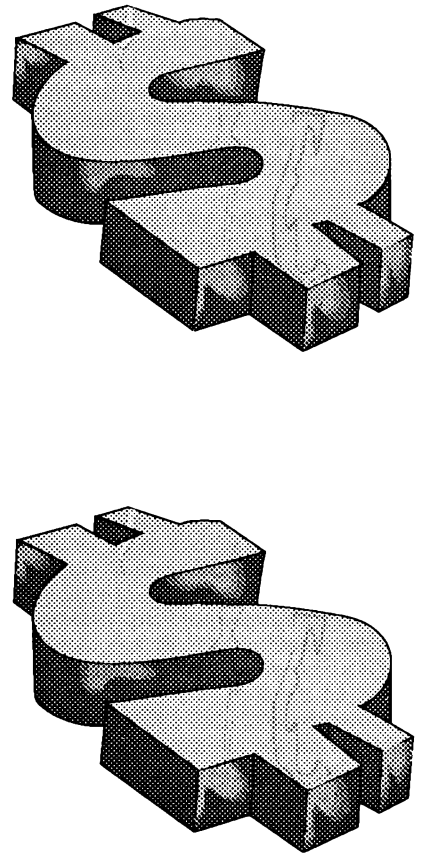
Members' Ads Submission Conditions

The following conditions will apply to advertisements submitted for the Members' Ads page—

- All goods advertised must be used (not new)
- All software advertised must be original copies
- Advertisements of up to 5 lines (as printed on this page) will be published for no charge to AUSOM members
- Advertisements of more than 5 lines will be charged at the rate of \$1 per printed line (including the first 5 lines).
- Payment should be enclosed with the advertisement
- Please submit advertisements to:

Ivan Nagy
2 Bataba Street
Moorabbin VIC 3189

- Preference will be given to advertisements supplied on disk
- AUSOM makes no warranty about goods advertised on this page



For Sale

Powerbook 170 4mg RAM, 40mg Hard Drive, Manuals and Carry Bag, 5 months old, Preloved, like new. Want to sell to buy a Quadra. A great buy for genuine Powerbook buyers. \$5995 Ring Ron, Tel, 898 4999

Classic 11 4mg RAM 40 mg Hard Drive, 8030 chip for speed with Maths Co-processor. Used only by my son for University work. Top condition. Must sell to buy a Quadra. \$2,200. Ring Ron Tel, 898 4999.

Stylewriter Printer

Apple's ink jet printer for Macintosh or Apple 11 computer. Excellent condition Manuals and printer disks. Help me by a Quadra. Great buy at \$500 Ring Ron Tel, 898 4999

Word processing program

MacWrite II brand new \$ 159
Ring Beverley Davis 882 2600

Found

A small JetAbout Australia bag, brown. Nothing inside it. Contact Robert Pascale on 478 9644 to collect it, or find him at the next AUSOM meeting.



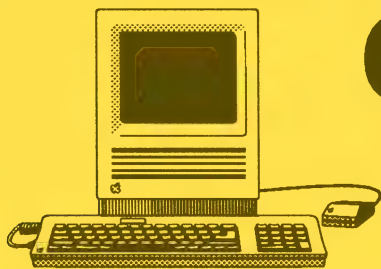
Wanted

Macintosh II series system.

IIci, cx, etc. Preferably with 8/80, or better, configuration and Apple A3 B&W monitor. Others may be suitable.

Ring Dougal. w: 03 368 1450 h: 052 299729

I hope there's someone out there just trying to get rid of a IIsi at a Bargain-basement price.



Computational Chronicles

ITEMS FROM THE PROFESSIONAL USERS GROUP

At the May Meeting ...

3.05 pm - 4.00 pm Michael Stringer of Data Brokers will talk about "**The Software Development Process**" in our May meeting. In his talk Michael will describe and illustrate the steps required to create good quality software. These steps start with creating the initial concept, pass through the testing and first release of a completed software product and finish with the phasing out of obsolescent packages. The process of software development should be of interest to all computer users.

4.00 pm - 4.10 pm Break between sessions

4.10 pm onwards **Question and Answer session**

PUG has decided to focus last years discussion groups into question and answer sessions which will start at 4.10 pm regularly. These sessions will deal with the following four topics:

- desktop publishing;
- graphics;
- spreadsheets and databases;
- word processing

The desktop publishing session may divide into two, covering PageMaker and Quark Express respectively.

At the April meeting there was a presentation of QuickTime by Leon Guss from Apple. QuickTime is the new extension to Macintosh system software that enables the integration of dynamic data types - such as sound, video and animation into documents and presentations. As well as presenting QuickTime, Leon also brought examples of the PowerBook range of notebook computers with him and also answered general questions about where Apple is heading. Leon offered to return to give a demonstration of AppleTalk Remote at a later session. The presentation was made using the new version of Persuasion (2.1) which is QuickTime aware. As part of the presentation, Graeme Smith from Agricultural Science at Melbourne University demonstrated some of the teaching materials they are developing using QuickTime's picture and film capture facility.

Human Interface Guidelines

Elizabeth Hill

What is it that makes Macintosh programs so simple to learn and when you know one program, why is it relatively easy to "pick up" the skills of using another quickly? When a program is written to be run on the Macintosh it is written with the Macintosh Human Interface Design in mind.



All applications have the same elements such as windows, menus, icons etc. This consistency helps avoid possible points of confusion. Unlike the the DOS environment, the Macintosh desktop and programs are designed to work the way we think. From the beginning, with the development of the Lisa computer, the precursor to the Macintosh, guidelines were developed by Apple to create a working environment that can be related to everyday experience.

Take an example from the desktop itself. The "trash" icon is always to be found in the bottom right hand of the screen.

There are document "files" with their own distinctive icon that can be dragged over the files to place them within them graphically.

There are ten Human Interface Design Principles that are used by programmers when developing software. The basic principles that underlie these are that the way you work on the computer screen should be both intuitive and consistent.

1. The use of Metaphors

In the real world you throw a paper document in the bin, on the Macintosh desktop you throw away a document by dragging its picture across the screen to a picture of a "trash" can. The

general principle here is that items should appear on the screen as identical to the item they represent as possible. This is seen in draw and paint programs where a text tool is represented by a text character, curves by a curve tool and shapes by an icon or picture of that shape.

2. Direct Manipulation

Whatever appears on the desktop can be manipulated directly with visible choices and interactive feedback.

3. See and Point

The use of the mouse and the menu system are excellent examples of the difference between the Macintosh environment and the IBM DOS environment. The IBM interface requires memorization of commands, whereas with the Macintosh interface the focus is on recognition, and you are presented with alternatives on the screen. There is no C:\> prompt. However for many of the "see and point" choices there is an equivalent "remember and type" keystroke command so that there is an alternative to the on-screen method.

4. Consistency

Macintosh applications are consistent both within themselves and with one another. For every program, whether it is a game, graphics or word processing application there is the menu bar across the top of the screen. The first three menus, the Apple menu, File menu and the Edit menu are standard in almost every Macintosh application, so much so that the average Macintosh user would be able to Quit or Print from a program that was in Russian or Japanese without any knowledge of the language, because of the consistent nature of the interface.

5. WYSIWYG

The "what you see is what you get" concept that has been central to the Macintosh approach from the start means that the screen appearance of your document is very close to its appearance when you print it.

6. User control

The Macintosh user has control of actions that take place within the computer, control of sound levels, is able to escape from procedures and is provided with warnings whenever an action (such as deleting files) will cause some irreversible change.

7. Feedback and dialog

This relates closely to the point above. In most cases there is immediate feedback. When a procedure is in progress a message such as "printing document" comes on to the screen and when something goes wrong there is message explaining what is happening.

8. Forgiveness

An aim in Macintosh programming is to make as many procedures reversible as possible, present options clearly and where procedures are irreversible to make this patently clear.

9. Perceived Stability

Wherever possible there are consistent places for things (such as the Edit menu) and the program has a consistent overall look.

10. Aesthetic integrity

Similar things look similar to each other, there is no confusing clutter on the screen.

These ten principles for the basis for the Macintosh Human Interface Design are discussed in much greater detail in the book :

Human Interface Guidelines: the Apple Desktop Interface, written by people at Apple and published by Addison-Wesley.

What all the Symbols Mean !



Do you ever wonder what some of the symbols you see in menus or in handbooks mean? Here they are explained so you can make the most use out of the key functions in your Macintosh.

In this issue of Computational Chronicles a chart of the most common Macintosh symbols is provided at the top of page three. If you wish you can cut it out and keep it as a ready reference for those times when a symbol is used in a book or a program and you don't know what it means.

Encyclofont provides the Macintosh symbols used here and is available through the Macintosh Disk Library (AUSOM91.20). Encyclofont contains PostScript images for all the Mac keyboard characters which are not otherwise available. The disk also contains a number of other interesting picture/symbol fonts.

View	
✓ Normal	⌘⇧N
Outline	⌘⇧O
Page Layout	⌘⇧P
✓ Ribbon	⌘⇧R
✓ Ruler	⌘R
Print Merge Helper...	
Show ¶	⌘J
Header	
Footer	
Footnotes	⌘⇧⇧S
Voice Annotations	

This is a pull down menu from Microsoft Word showing the key combinations listed beside the menu choices.

Special Macintosh Symbols

🍏	Apple Logo	⌥	Option
⌘	Command Key	↵	Return Key
⌫	Delete Key	⇧	Shift Key
〉	Escape key	⇧	Tab Key
⌮	Forward Delete	—	Spacebar
⌘	Keypad Key	⏏	Drag
⌃	Control Key	🖱	Click
↵	Enter		

The Book File - Eva Eden



What Utilities can do for you

Utility programs personalise your system and keep your Mac revved-up and running smoothly. Any additional information about books in this large and varied field is welcome. Thus I was pleased when Graham Spendlove, the book librarian of AUSOM, asked me to review *The Happy Mac*

The Happy Mac: Using Utility Programs

This book, written by Richard Evans and published by Windcrest/McGraw-Hill, describes several utility programs in detail. The utilities are discussed one by one, grouped by software companies rather than function. They include such faithful products as *SAM* and *SUM*, by Symantic Corporation, and *Norton Utilities*. Another collection of utilities, *911*, by Microcom is included but not *NOW Utilities*. The author describes several virus programs including the PD program *Disinfectant*. Fifth Generation products *DiskLock*, *Fastback* and *Suitcase* are covered but not *MasterJuggler* which has similar functionability to *Suitcase*.

Although the book is published in 1992, one suspects it was written before then as it was surprising that System 7 was not mentioned. The book has a good description of programs but does not attempt to compare the strength and weaknesses of those programs offering similar functions.

This type of comparison is available in a chapter on utilities by David Pogue in “**MacWorld Read Me First Book**” edited by J. Borrell and published by IDG Books. Followers of computer magazines will also find from time to time good articles comparing different utilities. Evans’s book, in conjunction with these articles, and Pogue’s chapter in **Read Me First Book** would be useful to look at before deciding which program to purchase. Evans’s book is in the AUSOM library.

Another book on Utilities is Peter Norton and Clint Hicks “**Official Guide to the Norton Utilities for the Macintosh**” (1991) published by Bantam Books. This book has a lot of background information to *Norton Utilities* so if you use the program you will find it helpful and obtain some additional tips for your work.



It's all in the Name!

Installing System 7 has its problems with conflicts of programs. One such problem was a conflict between *Now Utilities* and *Microsoft Word 5*. The conflict showed on the file menu of MS Word where the words Quit, Page Preview, and one item from the list of files last used, did not show up! It was impossible to quit using the mouse although the key command **⌘ Q** still worked. Being a member of Microsoft Communique, I contacted their technical service.

The offending item was *Now Save* - part of *Now Utilities*, and the solutions offered by Microsoft were:

- remove *Now Save*
 - use the Command, Tab and 1 keys when loading *MS Word*.
 - rename the *MS Word* program icon to *WordPerfect* or *Canvas!* (A patch has been written by *Now Utilities* to cover the identical problem with *WordPerfect* and *Canvas*.)
- Renaming the file to *Canvas* appears to be the best solution - everything now works perfectly! It is understood that an upgrade to *Now Utilities* is due out shortly.

Workshop News

There are still places left in our May workshop so please get your application in quickly. In June we are offering a workshop on "How to make data analysis interesting and effective".

Graphics - Tips & Techniques

A "Graphics - Tips & Techniques for those who can't draw" will be held on 16th May.

The afternoon will follow the now standard workshop format of a short introductory lecture followed by a hands-on-session, which will be at least two hours long. We supply the tea/coffee and biscuits. There are some Macintoshes at the venue or you can bring your own with Superpaint - or a similar draw/paint program - installed.

The details of the workshop are as follows:

Date: Saturday May 16th, 1992
Time: 1:00 to 4:00pm
Place: Heidelberg School Support Centre,
cnr. Waterdale & Dougharty Rds
West Heidelberg 3081

Participants: Limited to 20

Data Analysis to Database

A "From Data Analysis to Database" workshop will be held on the 20th June.

This workshop will step participants through the process of turning a mass of business information into a practical, useful database. Participants will learn how to analyse information handling problems using structured procedures. From this analysis, they will implement one or more databases to solve the information problem. Following a one hours lecture, there will be two hands-on sessions, one using FileMaker Pro and the other using the database supplied with an integrated application like Microsoft Works or ClarisWorks.

The details of the workshop are as follows:

Date: Saturday June 20, 1992
Time: 1:00 to 4:00pm
Place: Heidelberg School Support Centre,
cnr. Waterdale & Dougharty Rds
West Heidelberg 3081

Participants: Limited to 20

Enrolment Form - Macintosh Half-Day Workshops

Workshop: _____ Date: _____

Name: _____

Address: _____

Postcode: _____

Phone: _____

Not bringing a Mac (fee \$30.00)

Bring own Mac with software installed (fee \$20.00)

Please send enrolment forms and cheque
payable to AUSOM to:

Zelda Martin,
PO Box 359
Nr. Balwyn 3104

Training



The Macintosh courses for May are listed below. I already have some applications for these courses, so get your applications in early to ensure you get a place on the course of your choice. I will continue to set up my Training Enquiry table in the foyer in the same location at the next meeting. I will definitely be there between 2-3pm and probably for longer. Note that the training forms are now "generic" and may be used for any training.

Introduction to ClarisWorks

This course is for beginners and for those who have used some features of ClarisWorks, but would like to know more about it. The course will cover the word processing, spreadsheet, database and graphic segments of ClarisWorks.

Date: Saturday 23rd May
Time: 1.00 - 4.30pm
Venue: Heidelberg School Support Centre, cnr. Waterdale & Dougherty Rd, West Heidelberg
Cost: \$50 (use of Mac at venue)
\$40 if you bring your own Mac with FileMaker Pro installed.
Closing Date: Sat, 16th May

Mac Beginners

This course is suitable for absolute beginners and also for those who have been using their Macs for quite a while, but feel that there is much more that they would like to know. Apart from covering the basics, there will be a chance for the course to cover the expressed needs of the trainees. Include your requests on your application form.

Date: Saturday 23rd May
Time: 1.00 - 4.30pm
Venue: Waterdale School Support Centre, cnr. Waterdale & Dougherty Rd, West Heidelberg
Cost: \$50 (use of Mac at venue)
\$40 if you bring your own Mac.
Closing Date: Sat, 9th May

Bulletin Boards for Beginners

This course is for people who want to learn to use a modem to connect with Bulletin Boards. The course will cover all the terminology, so that you will learn how to set up your comms software. You will receive a disk with some Public Domain communications software.

Date: Saturday 16th May
Time: 1.00 - 4.30pm
Venue: Heidelberg School Support Centre, cnr. Waterdale & Dougherty Rd, West Heidelberg
Cost: \$50 - includes use of Macs and modem, communications software disk and course notes.
Closing Date: Sat, 9th May

Application to attend Training Course

Course Name: Course Date

Ausom Membership Number:

First Name: Last Name:

Company Name: (only if you require your receipt to be in this name)

Address:

Post Code:

Phone: (Home) (Work) Fax:

I will bring with loaded and enclose the course fee of \$
(type of computer) (required software)

OR

I wish to use a computer at the centre and enclose course fee of \$

Signed:

Date:

Send application form and cheque payable to "AUSOM Inc" to Ms. Z Martin, PO Box 359, North Balwyn 3104.
Phone 816 3478

Mac Training for June

This month we are experimenting with a new venue for our Illustrator training. Unfortunately we have to charge more, as the course will be limited to 8 trainees, and the venue will also cost more. However I believe the course will be very popular.

Introduction to Illustrator

This course will provide a very good introduction to that great graphics program—Illustrator. The course will be limited to 8 trainees and is certain to be very popular, so I suggest that you ring me as soon as you read your Newsletter, and register your interest.

Date: Saturday 13th June
Time: 1.00 - 4.30pm
Venue: Logical Solutions Training Room, South Melbourne
Cost: \$75 - includes use of Macs. Note the higher cost is because we have to pay more for the venue
Closing Date: Sat, 6th June

Spreadsheets for Beginners Using Excel

This course is designed for those who have not used spreadsheets before, and will introduce the use of formulae in budgeting, graphing and charting. .

Date: Saturday 27th June
Time: 1.00—4.30pm
Venue: Heidelberg School Support Centre, cnr. Waterdale & Dougharty Rd, West Heidelberg
Cost: \$40 if you bring your own Apple with Excel installed.
\$50 if using computer at venue.
Closing Date: Sat, 20th June

Apple II Training

We are running an Apple II Publish It! course in May, which I hope will attract at least enough members to get the course running. Please try and attend. We need your support for the training!

Introduction to Publish It!

Publish It is a great DTP program for Apple II users. Join us in learning to use it well. No experience is assumed.

Date: Saturday 23rd May
Time: 1.00—4.30pm
Venue: Heidelberg School Support Centre, cnr. Waterdale & Dougharty Rd, West Heidelberg
Cost: \$40 if you bring your own Apple with Publish It! installed.
\$50 if using computer at venue.
Closing Date: Sat, 2nd May

Application to attend Training Course

Course Name: Course Date

Ausom Membership Number:

First Name: Last Name:

Company Name: (only if you require your receipt to be in this name)

Address:

Post Code:

Phone: (Home).....(Work).....Fax:

I will bring with loaded and enclose the course fee of \$
OR (type of computer) (required software)

I wish to use a computer at the centre and enclose course fee of \$

Signed:

Date:

Send application form and cheque payable to "AUSOM Inc" to Ms. Z Martin, PO Box 359, North Balwyn 3104.
Phone 816 3478

Omnis 7—Ad Hoc Reporting

For any user of a Database whether it be a straightforward 'flat file' software program such as Microsoft Works, Claris Works, FileMaker or one of the databases with greater capability such as Oracle, 4D, or Omnis one of the 'crunch' issues is information retrieval.

Once the initial decisions of 'What Database to use?', 'How much am I willing to pay?', 'What support is there for the software?' are resolved and the user actually has the software installed on his computer and ready to go, the prime decision facing him is primarily, design of the database (which is a whole subject in itself—in fact a whole industry, as yours truly can testify!). The next question which arises once the database application has been constructed is entry and correction of the information you wish to store (another of the major reasons for purchasing the software.). Finally once all of these challenges have been conquered we come to the final goal—to retrieve the information in various forms that

we require. This information retrieval aspect, in many cases is thought of in the same order that I have listed them here—i.e. Last! In fact it probably is one of the most important decisions in choosing your software, because, after all, the extraction and use of the information is the 'end product', and 'raison d'être' of a database anyway!

The two most common mediums of presenting information is by screen display, and by printed 'reports'. In fact there are many other variations and mix'n match and various media types also available, but these two methods are the major forms normally used. Examples of other types of information output would be 'Clipboards', 'Files', and 'Communications'.

Information presented on screens tends to be of a more 'structured' nature and, especially where the information is used in 'multi-user' networks, the screen layouts are static—the information content itself varying depending on what particular query has been

keyed in. Printed Reports on the other hand tend to have two required elements i.e. regular reporting such as Invoices, Labels, Address Lists, etc. and 'what if?' type queries such as, 'Who are all our current members?', 'What were the sales last month for Victoria?', 'What Students are studying Engineering?', etc. These types of reports can be addressed by static or standard report formats but tend to need a considerable amount of forethought and planning, unless you are happy with a lot of changes being made to your reports every time you need some special variation.

Databases find this aspect one of the most difficult issues to come to grips with. Generally speaking, if the facilities are very simple to use—so are the abilities of the reporting presentation capacity.

Omnis 7, as many of you are no doubt aware, is the latest version of the Omnis family of database software products and one of the main features of the software package is the new 'Ad-hoc' reporting option, which address many of the issues I have outlined above.

Ad Hoc reporting is integrated into the existing Reporting methods, and one of the views of manipulation of the data is almost identical to the existing reporting feature, but Ad-Hoc Reporting also has a number of windows, that allows users to easily generate 'queries', and provide the 'Ad-hoc' reporting for 'once off' information questions that are needed by almost every organisation or individual using a database. The retention of the aspects of the existing standard reporting options allow considerable cosmetic enhancement of the reports; A feature not found in most ad-hoc query software. One of the most pleasing features is the ability to save and retrieve the Report as an individual 'document'—just like a word processor. This overcomes the problem of clutter, caused by storing all the generated reports in



the normal database application 'library'. This is particularly a problem where the database is being used in 'multi-user' format with a number of users all generating their own versions of reports.

Relationships

Omnis 5 File Structures give the ability to link a number of 'files' together with what is known as a 'relational' architecture. This means that different types of information can be related together where there is some logical reason for doing so. An example of this would be where we have a 'Clients' file and 'Invoices' file, or alternatively where we have a 'Student' file, and a subjects file. There are a number of various types of relationships that could apply in the example mentioned, that could be required to link all of the details together in a 'one to many' or 'many to many' relationship;—e.g. A student is studying many subjects, or many clients have a number of invoices. Omnis 7 Ad-Hoc reporting allows a user to cope with this complexity of relationships between different files in a database, and to easily take recognition of these links when specifying the reporting details required.

Report Design

As shown in Diag 1, report design is straightforward and one uses the 'Fields' design window to designate the information required, particular selections of data wanted, order the sequence of data sorting, calculations to be performed, and a number of other required options. Most of these selections are performed by using a click-on Icon or 'click-on list' option to select the specific choices required. E.g. Click on Field to select the required 'Field', e.g. Name. Click on Sort to arrange the Order you wish the data to be printed. E.g. Address. Click on one of

the math symbols e.g. "=" to say select 'all Names from Victoria'. To achieve a combined selection clicking in turn, STATE field, clicking "=", and typing "Victoria" in the Query Box. (This is very similar to Excel or other spreadsheet type programs).

Searches

It is possible to specify quite simple, or considerably complex selections or searches using 'Anding' and 'Oring', and inclusion of arithmetic calculations. E.g. we may want to wish to list 'all clients in Victoria, for Company 'ABC', where their overdue credit situation was greater than \$1000'. Omnis 7 could perform this query relatively simply (provided the database was set up to do this, of course).

Sorting

Omnis 7 Ad-Hoc reporting can sort data on multiple 'fields' of information including date, numeric, alphabetic data—in fact all types of data that can be stored in the database.

Totalling

Totalling and sub-totalling of numeric columns of data is supported and can be achieved all with a few simple clicks of the mouse.

Customising

For those users who require reports that need a more flexible layout than is generated with the 'fields' window, it is possible to select the customise option (by clicking on the pencil icon), and the window is presented as shown in Diag 2—in a very similar format to the way the normal reports are designed in Omnis 7, (also Omnis 5). This then, allows the user to manipulate and rear-

range the layout considerably. Graphics effects, font styles, and sizes can all be modified with palette style tools.

Relational Joins— Multiple Files

An excellent feature of the report writer is it's ability to use the automatic file linking features within Omnis from both a 'child' or 'parent' file point of view. E.g. It would be possible to ask for 'a report to include all Invoice Details (the 'Child' file), for Clients (the 'parent' file) living in the state of 'Victoria' (a selection on the 'Parent' file).

Templates

Basic Templates or 'styles' of reports are supplied as standard with the report writer, E.g. Labels, Columnar reports, and individual record reports. It is possible to create your own template as a basic 'style' so as to provide a new standard style E.g. in a Company to always Show the Company Name, Logo, Page Number and Date on the top of all company reports. The Template can then be stored for future use as needed.

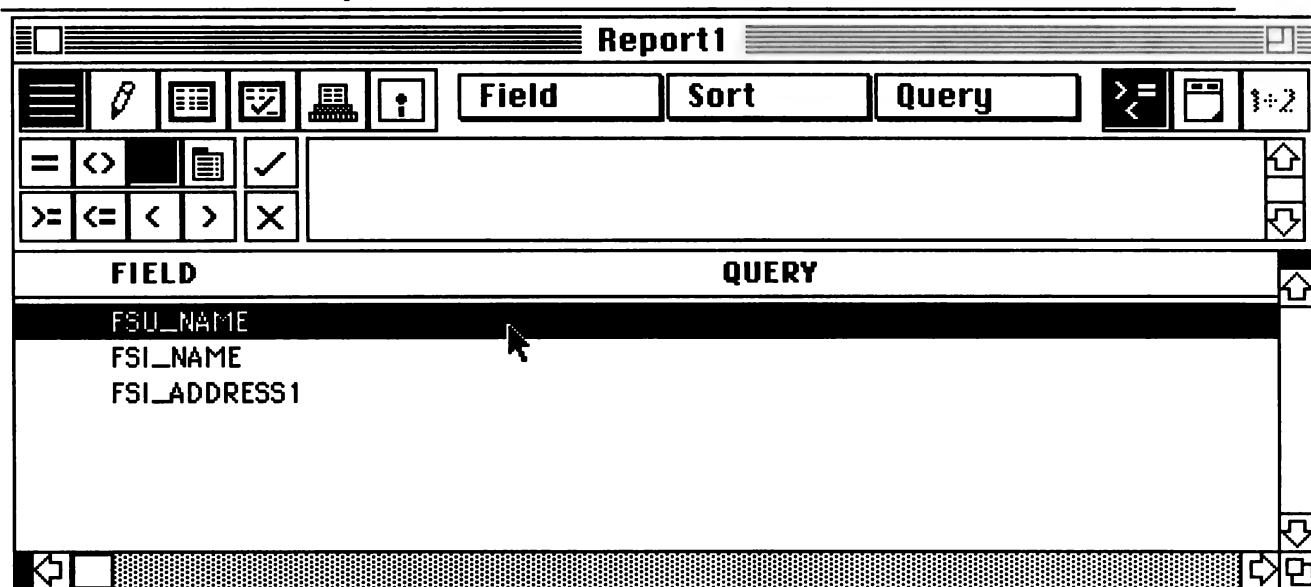
Summary

I believe that the extra flexibility provided with the Ad-Hoc report writer in Omnis 7 will prove to be a 'winner' in a number of ways. Established users of Omnis 5 will be persuaded to 'upgrade' to Omnis 7 purely for the extra features that the 'Ad-Hoc' report writer now provides. New users will make the decision to adopt Omnis 7 as an alternative to a number of other database offerings because, the report writer provides a number of features not available in competitive software. Ease of use will interest many users who may otherwise opt for a 'simpler' style database because previous reporting features may have not been so easy to use by less experienced, or casual database users.

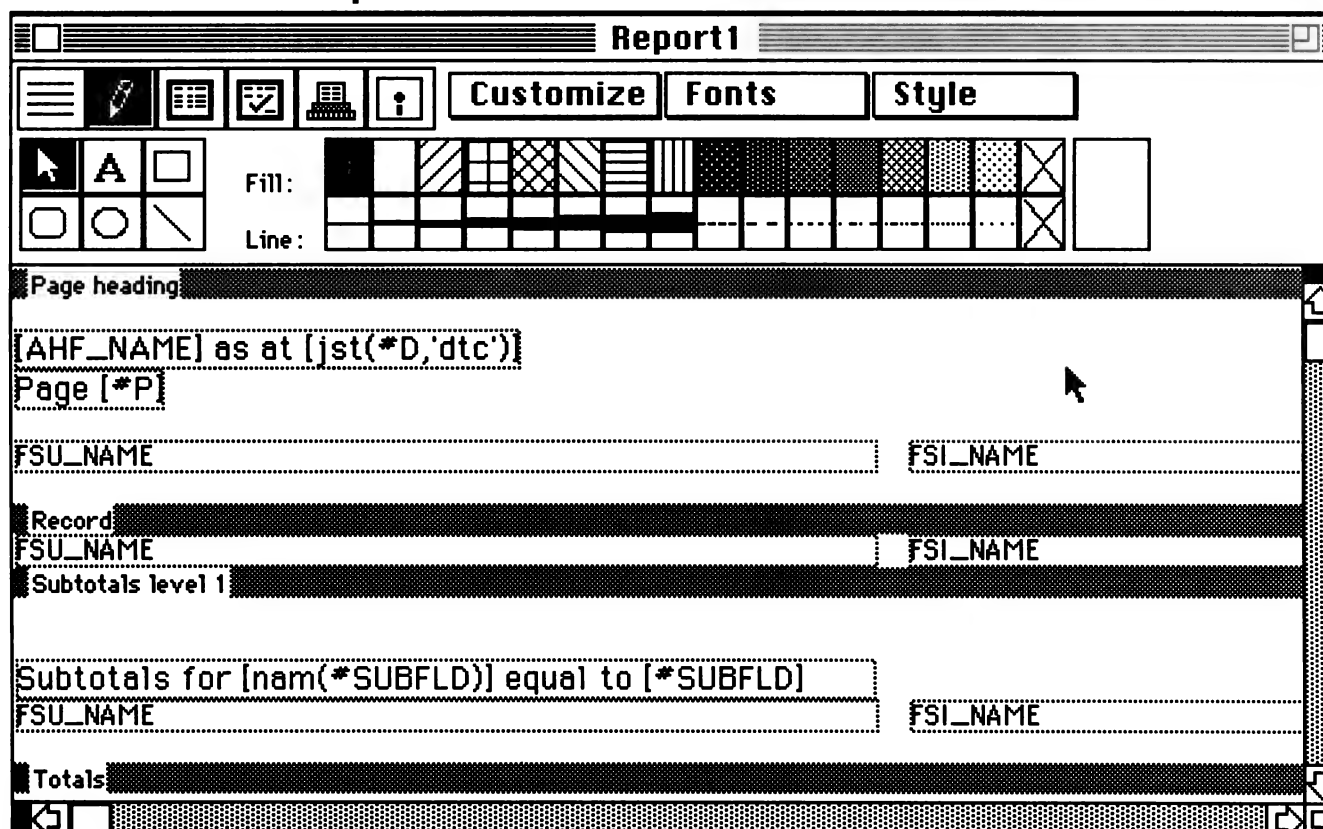
Other Questions?

Peter's contact numbers are available in the AUSOM Contact List of this Newsletter and he welcome's questions on Ad-Hoc reporting or any other Omnis related query. There is also an independent Omnis Developers & Users Group for those who are more serious about using Omnis programs—please contact Peter in this regard.





Diag 1 - Omnis 7 Reports 'Fields' Window



Diag 2 - Reports 'Customise' Window

Sneaky Old Start Surreptitiously Stops Slinky System Six

Last week during a telephone conversation with Sydney AUSOM member George Krets, I could hardly believe my ears when he informed me he had just installed System Six on his GS. With so much gloom and doom surrounding the lack of support for Apple //’s, I never expected to see the upgrade ever eventuate. I must confess however, I really didn’t know what this new innovation was going to do for me, all I knew is that if it was there I had to have it!

After the general meeting, I went directly to Michael Levine’s busy little corner and secured my reserved set of the ‘holy grail’ system disks.

Performing all the ritual behaviour at the meeting in a faster than usual manner, I anxiously headed home to give my little machine a heart transplant.

Sitting back with a cool drink, I patiently waited for the ‘Easy Installer’ to do it’s thing, and when the dialogue box informed me of a successful installation I couldn’t wait to see the promised goodies.

Booting into the hard drive, I watched nervously as the barometer appeared with the new message, “Welcome to the IIGS, System Six”. A little speaker icon appeared, next a boot icon, and thankfully, the Prosel screen.

Apart from a few visual nic-nacs it seemed to be ‘business as usual’, that is, until I tried to get to the finder, hence the reason for this article.

“Mixed emotions” is the best way to describe my feelings at that moment, akin to watching your Rolls Royce go over a cliff with mother-in-law sitting in the back seat. Instead of the finder, all

I got was an error message which coldly informed me of a lost or damaged icon file.

Booting from a floppy I was starting to panic, all the while cursing my usual impetuosity for failing to back up the existing (and workable) files on my boot disk.

Without going into all the boring details about file swapping, relocating etc., that occurred during the ensuing hour and a half, I will come to the bottom line!

If you have a text launcher such as Prosel, it is most likely that the original ‘START’ file was probably renamed ‘OLD.START’, or something similar, at the time of it’s (the launcher) installation. In my haste to upgrade, I completely over-looked the old start, complete with its now outdated 5.04 parameters.

When I launched old start from the Prosel screen, the poor old bugger must have been frantic trying to find the now defunct ‘Finder.Icons’ and ‘Finder.X’ etc., which had of course been removed from the ICON folder during the installation of System Six. In fact, the computer and I had a silent battle of wits for quite a few angry minutes. Those particular files were re-installed by me, and re-removed by the installer a number of times before I accepted defeat.

It is so easy to make a mistake like this, (that’s my story and I’m sticking to it!) but luckily, I managed to resolve the problem as follows:

1. I Gave the (already converted) ‘START’ file an alias.
2. Renamed the file ‘OLD.START’ to ‘START’.
3. Installed the System Six ‘START’ once again

4. Then reverted back to the original file names. (i.e. ‘START’ & ‘OLD.START’)

5. And Bob was once again my uncle.

It seems ironic, only last week I was talking to Peter Garwood about his message in the newsletter regarding articles, or lack thereof, and he remarked... “Why don’t you write in and say that you can’t find the finder!” Well Peter, for your information I did lose it for a while, but boy oh boy, when I finally found it...

I don’t intend to get involved with an ecstatic description of what the new finder can do, I’ll leave that to someone with more expertise. But after a couple of hours fiddling with the numerous enhancements I felt like standing up and applauding!

One thing I will add that may be of interest to a few people. When I turn on the computer I have always booted into Prosel, but the new system makes it simple to install a program of your choice at boot time.

Under system 5.04, ‘START’ in the System folder directed the startup procedure to the Prosel screen, and if I wanted the finder I would launch ‘OLD.START’ (the renamed original start) from the Prosel text launcher.

Under System Six you can have your cake and eat it too! I now have the GS set up to boot into the finder, and this was achieved by renaming (here we go again) ‘OLD.START’ back to it’s original name of ‘START’

I am always pottering around in the finder even though I have a text launcher, but I have to admit, I do prefer the convenience of Prosel for launching applications.



Now here comes the good part, I still boot into Prosel on start-up, because I have set the boot program to go there in lieu of the finder.

If all that sounds confusing allow me to explain. System Six permits you to over-ride the "set boot" function by holding down the open apple key during the boot, which means if I want to go straight to the finder, I press open apple during the boot and a red cross is super-imposed on the 'set boot' icon informing me that my insistent finger has in fact achieved the desired effect.

Just to add a little more confusion, I renamed the 'START' (for Prosel) to 'PROSEL', and dragged it's icon (now obviously called 'PROSEL') onto the finder's desk top. So when I have finished with the finder (and all it's sound effects) I can return to the Prosel screen by simply double clicking on it's icon.

In closing, I could only find one annoying side-effect with this otherwise exciting installation. I really enjoy creating spiffy icons for the finder, and they all went down the tube with Sys-

tem Six. I didn't lose them physically, but I have no idea how to access the new finder icons... If anybody has an answer, perhaps he or she could spread the news to other concerned 'icon buffs' via an article in this newsletter.

Thought for the day... "To err is human, to find your System Six finder is divine!"



Short Catalogue of Apple IIGS Public Domain Disks as at May 92

Name Of Disk	Date	Description
ADDRESS.NOTE.WRITE	0990.1	Address database for 700 records in 50 groups + Notebook word process. & Writelt2
ANIMATE 1-3	1190.2	3 disks of animation display-just look or use in HyperStudio—Catalog (also 0889.7)
ANIMATE 4	0291.2	All new animations including Bart Simpson and the family (cat)
ANIMATION 5	APR91	Larry's Theatre—lengthy animation and story
ANIMATE 06	JUL91	projector with actors and scripts, plus multi juggle
ANIMATE 07A	OCT91	SAP the freeware animation programme upgraded v5beta (see August & October 1991 newsletters)
ANIMATE 07B	OCT91	Upgraded SAP beta 5 and super SAP beta 5 demo
ANIMATE 08	OCT91	The French at it again—9 wonderful sound and animation demos.
Animate 09 Sap2	FEB92	The Wall. Brilliant Animation and Sound using SAP from Animate 07. See and hear the Wall from Pink Floyd.
ASTRONOMY 1	0490.2	Night sky from anywhere anytime,LunarLanderGame & 200K space facts
ASTRONOMY 2	0690.5	A comprehensive data base for users of telescopes to assist in observations
ASTRONOMY 3	DEC91	A much improved Night Sky From Anywhere (see 0490.2, 0291.2). Upgraded to v 4.01. Also a self generating planetary simulation Accrete (in C).
AWGS1 Templates	1090.2	AppleWorks GS Templates and ideas—57 varieties of Data Bases,Spread Sheets etc(cat)
AW1 PatchFormMacro	0590.1	Patches to fix Appleworks 3.0, forms to use in AWorks, Macros for AW with Ultra(cat)
AW2 Forms Utes & Mac	0890.2	Changefiles,ReadFiles (ADP AWP),Screen Macro, and Forms and Templates (cat)
AW3 MACROS	0990.2	ChequeWorks, Effective Writing, GrammarWorks,FootnotingWorks,The Szabo Macros
AW.04	APR91	Appleworks Immigrant educational role play and Programmes and Utilities and Ultra Macros
AW 05	MAY92	Postcodes, ISD Telephone Codes and AppleWorks BIG Dictionary
AW 06	MAY92	The NKP (Nicholas Pyers) AppleWorks Macros 6.2 and Quickview Appleworks word processor reader.
BULLWINKLE demo	1090.2	Scrolling stereo Demo that Out Nucleuses Nucleus
CATALOG IIGSPD NEW	0291.3	All new catalog of all disks showing all files see Newsletter for more detail
CDA1	0888.1	Classic Desk Accessories For Control Panel.
CLIPART.AWGS & HS 1	0590.2	200(app) col & B&W A-H converted Print Shop graphics for AworksGS/Hyperstudio(cat)
CLIPART.AWGS & HS 2	0590.2	200(app) col & B&W H-W converted Print Shop graphics for AppleWorksGS/HStudio(cat)
CLIPART 3	0690.6	Sharp black and white art (mainly from the Mac). Looks great when printed (cat)
CLIPART 4	MAR91	For all GSOS programmes + Pic Librarian to catalog them all—see Newsletter for detail
CLIPART 5	JUL91	49 black and white dinosaur screens, and 10 colour and black and white space screens with a brand new viewer to look at them
COMMS2.UTES	1290.2	Updated incl AgateTelecom + Various packing & transmission formats(see also p 1089.1)
COMMS3.0191-update	0291.3	SnowTermv2.05,ModemGameDeathHunt,GnCom, Freeterm, TICredial +(1290,0990,0888.1)
COMMS.04	JUN91	The latest version of various modem programmes including your own Bulletin Board System
DB MASTER 5.0	0790.3	The best data base commercial or otherwise-more powerful & flexible than Appleworks
DELTA DEMO	DEC91	Latest Demonstration of the French FTA group
DESK.ACCS2	0889.7	New CDAs & NDAs e.g. ProDosFile,MemBar,Fade,MacCntrlPanel(cat p 0889.7)
DA3.DTOP.ICN	0390.3	Paint,format, color,picture and word process + DA's,icons,CustomGSOS
DESK ACCESSORIES 4	0790.2	SelfBoot-Add/Remove,PaperSave,KeyCap,Imagewriter (NDA & CDA),Mousetrap + more
DESK ACCESSORIES 5	1190.2	A full paint programme,Hewlett Packard printer drivers,Instant Icon,Switch Control ++
DA6	MAR92	CalcNDA, CPUUseNDA, DeskTopColourNDA, Easy Access NDA, FontInMenuNDA, MemoPadNDA, Memory Minder NDA, Midi Monitor NDA, MouseTxtCDA, MenuTimeNDA 3.33, NiftyListCDA 3.3, QuickSoundNDA 1.5, PacMan NDA, PrintSuperHighRes NDA, TextInvertCDA, Twilight CDEV.
DIVERSI	0888.2	Diversi Cache, Key, Copy and Hack—Speed Up GS etc.(previouslyGS4)
DNGN.MSTRdemo	1089.3	Playable demonstration of this remarkable game.
~ Dream Vision	APR91	A VCR quality dancing routine on the GS—see to believe
EDU 01	1290.4	Geometry, CAD and French Verb Race
EDU 02	MAR91	Music Lessons, All About Whales and RHSII launch
EDU 03	MAR91	A Month In The Life Of NASA set out as calendar in HyperStudio-31 days of news sound & pictures

EDU 04	MAR91	The Anatomy Of a Sonnet—Shakespeare's Sonnet 55—read, listen, analyse and have explained.
Edu.05A & 05B	APR91	Dinosaurs (2 disks \$13)—Plant and meat eaters, locations, maps, detailed info and drawings
Edu.06	APR91	Farm Animals—spelling and sound for the younger set
Edu.07A, 07B & 07C	APR91	(3 disks \$18) Mastery Castle—education adventure—large choice, sound effects etc.
Edu.08-Melodia	APR91	a HyperStudio Stack for Melodic training and listening
EDU 09A & 09B	MAY91	Jefferson Country 2 disks \$13—history, patience & problem solving
EDU 10A & 10B	MAY91	Civil War 2 disks \$13—brings history alive with sound & scans
EDU 11	JUN91	Stellar Formation Simulator, Function Plotter & Graphics Programme
EDU 12	SEP91	For the younger set (includes HyperStudio run time) I Can Read 2, Reach For The Smile, Numbers
EDU 13	SEP91	Intermediate level (includes HyperStudio run time) Chem Ref Data Base, Map Colouring Practice, Fractal 1 Sierpinski, Fractal 2 Mandelbrot, Magnets
EDU 14	OCT91	Electroman animated Run Time HyperStudio—physics as it should be
EDU 15	OCT91	All about the Middle East as it is with Run Time HyperStudio
Edu 16	FEB92	All about solar eclipses with maps and pictures and scrolling text. Self booting, this is a unique presentation.
EDU 17	MAR92	The environment. Two Hyperstudio stacks, on the environment, water pollution, global warming and the ozone layer. Needs HyperStudio RunTime version 2.1 found on most HSR and EDU AUSOM disks issued prior to 1992
EDU 18	MAR92	For the younger set—Simple Addition and Subtraction, Saying The colours and Bart and his ligs. With HyperStudio RunTime version 3—just double click from the finder.
EDU 19	MAY92	All You Ever Wanted To Know About Lasers—Animation & Sound and Hyper Cities, with HyperStudio Run Time on disk
Exhibit A	MAR92	This is a superb animated slide show, showing 23 pictures in 3200; boot from slot 5.
FONT 1-17 (17 disks)	0590.2	17 disks-575 Fonts in 1433 sizes For Word Processors, HyperStudio etc(index/table F17)
FONT 18	MAY92	For those who do not have Pointless here are 186 mostly new fonts on this disk. They are shrunk into two groups to fit on the disk, and you must use GS Shrink It on the disk to unshrink them
FONT.UTE2 0191	0291.3	UPDATED Fontasm plus utes and info to make manipulate & change fonts-cat(see 0490.2)
GAMES5	0689.1	Eight games, F1Race, MasterMind, Sub, Life, Bouncelt, Othello etc
GAMES6	0689.1	Agincourt 2 player war game, Blackjack, Yahtzee, Brique, Colours
GAMES9	1289.1	Tetris type NDA, Backgammon, FastFill Maze, Hacker Test
GAMES10.POKER	0390.1	A video poker card game machine simulation—works beautifully
GAMES11.CHIPnDIP	0390.1	A robots and ladders game in super high res—for young & old
GAME12.ORBIZONE	0390.2	A spectacular visual & aural—with construction set. Asteroids genre
GAME13CRYSTALdemo	0390.1	The best and most addictive GS game—play this and then buy the game
GAME14.MacRemover	0490.2	Your chance to save the Apple // line from extinction-remove a Mac
GAMES15.QUADRONOME	0490.2	1 or 2 players (side by side) racquet ball in 3D—addictive
G16Grakl&CopyKill	0490.2	2 games-one to knock off those bird droppings & the other copy pirates
G17MinesMoria(0391)	MAR91	The most detailed PD text adventure D & D game with 30 pages of info. + tips (see 0490.3)
GAME18Bship.Tess	0490.3	Classic G & S Battleship + unusual Tesseract—an adventure in an adventure in an...
GAME19WormSpiBind	0490.3	Worm graphic arcade game & SpellBinder using pull down GS menu for text adventure
GAME20BeastMetaAdv	0490.3	Beast-trap monsters with boxes, Castle Metacus txt adv + Original modifiable Adventure
GAME21Q'burtRushHeli	0590.3	PD version of Q*Bert and Frogger with Droging Waz off a helicopter. Self Booting
GAME22BkgmConTicHan	0590.3	Backgammon, Concentration, Two games of Tic Tac Toe and Towers of Hanoi. Self Boot
G23PlasmaRomFoll	0690.1	Definitive and unusual game of Life, Simon, Romulans, Fill maze, Polygonia & Print Maze
G24GREAT CARD GAMES	0690.3	Addictive 25 Poker, Pyramid & Solitaire, Monte Carlo, Creator + LaunchBox Finder
GAMES25	0790.3	One Armed Battle graphics, sounds & voice—unique game plus Mage Maze and Freddy.
GAMES26 (0391)	MAR91	The Struggle for Guadalcanal update V 15.6.0 the definitive and accurate war game.(see 0790.5)
GAMES27	0890.2	Flight Simulator, Submarine, Wall Street, Word Search & Eamon
GAMES28	0890.4	Tetrotrix, Fourplay, Quadomino NDA, Puzzle 6, Puzzle 8, Paranoia, Daleks
GAMES29	0990.4	Great Card Games Part 2—Euchre v 2.3 and Sheeps Head 1.1
GAMES30	0990.5	Great Card Games Part 3—CartePrimus with Cribbage, GinRummy, Hearts, Pinochle & Pitch
GAMES31	0990.5	Ballistics, DaleksGS, MatheMusic, Numblox, PlasmaLife, & Wheel Of FortuneGS (+ editor)
GAMES32	0990.5	Cows, TanksGS & a great graphic & sound moral lesson-Senseless Violence, req. Joystick
GAMES33	1090.3	See & order Games 51 Lode Runner
GAMES34	1090.3	The Gate-full game. Great graphics, sound & numerous levels (you can't die or score)
GAMES35	1090.3	Senseless Violence 1(frogger but better with babies) Monopoly and Rogue.
GAMES36 Plunder	1190.5	Suitable for younger users although many others will enjoy the colour and great sound
GAMES37 PIXMIX	1290.4	Make your own Jigsaws with some screens to start you off—a must
GAMES38 A & B	1290.4	The best yet—Bouncing Bluster—sound graphics and construction set
GAMES39	1290.6	Graphics Castle Metacus, PowerPlay and Bar Tender For young and old—value
GAMES40	1290.6	Lotto, Video Jazz, Brain Teasers, Colors, Dodge, Joystick & Typer
G41 Mini Prix	0291.4	A superb F1 car race from the French—self boot
G42A & B Cosmocade	0291.4	A two disk, two scenario top sound vision and game—a must
G43 Space Cluster	0291.4	Galaxians on the ligs—joystick—a classic updated-self boot
G44 Space Sharks	0291.4	Defender on the ligs—mouse or joystick—great sound and action-self boot.
G45	MAR91	Antetris, Baracade, Bug, Columns and Drop IT.
Games 46 Star Wizard	APR91	French hover ship shoot 'em up
GAMES 47 Milestones	APR91	Animated sound and graphic card game

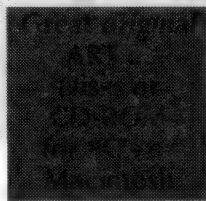
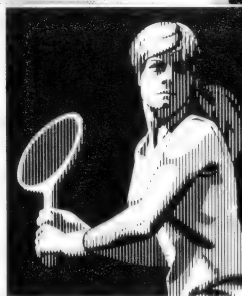
GAMES 48	APR91	Arkanoid II Cheat & Levels, Mean 18 Courses and Rush Hour
GAMES 49	MAY91	Columns 2.0 new addictive game—could easily be sold commercially.
GAMES 50	MAY91	Blue Helmet—joystick beta version Car race from FTA
GAMES 51	JUN91	Lode Runner—up to 150 levels & construction kit
GAMES 52	JUN91	The Classic Game—needs 1.5 meg memory (sorry)
GAMES 53	JUL91	Elevators, Memory Cards, GoldenBug and Golem
GAMES 54	JUL91	Hearts and Wisconsin Rummy—professional—self booting
GAMES 55	SEP91	BackgammonNDA, BlackJack Tutor, Coin Flip NDA, Cribbage, Rubiks Cube, Solitaire Cards NDA, WordSearch GS, WordSearch Text (includes HyperStudio run time)
GAMES 56	OCT91	Plotter, From Beyond, animated adventure Explorer & scenario creator GameMaker & Tatts picker (with HyperStudio Run Time)
Games 57 Strategy	FEB92	You get Dr Mario and Quintette with Go Moku. With Run Time HyperStudio v3 (launch from the Finder)
Games 58	MAR92	Galactic Conquest—in the great trading/conquering tradition, this game is destined to be a classic, together with Puzzle 16, all with HS RunTime (double click from the Finder)
Games 59	APR92	Sensei (boot from slot 5) 1 or 2 player Karate game that knocks the socks off the commercial games. Keyboard or joystick, both for 2 players.
Games 61	APR92	Easy Dead—Great Joystick game from France Boot from Slot 5 (not from the desktop)
Games 62	MAY92	The Text Adventures 1. The original Colossal Cave Text Adventure, Dungeon (this eventually became Zork and Zork II etc) and Dungeon Data File Translator Utility (roll your own Dungeon—sort of)
GameHelp2DngnMstr	0490.2	All you need to see & know to play Dungeon Master—maps, spells, hints
GAME.HELP3—Update	MAY92	Rastan, Qix, Immortal, Dungeon Master Cheat, Zenocide Cheat, Test Drive II cache plus Arkl, BardTale2, Defend Crown, Wishbringer DeJavu, Space and Police Quest, LSLarry, Tass, Dream, Hacker (see0689.1 & 0890.4, APR92)
GENIUS1.UPDATE	0990.6	Full disk by Tony Morton-NDA's, education, games, routines (see 1188.1, 0489.1)
GRAB.BAG1	0490.3	Latest-FileManager, Canyons, Polygonia, Eyes, CatTxt, Fractals, PrgmShell etc
GRAB.BAG2	0890.4	Binscii, CatTxt, VDE, Graph, SpeedRead, NuFxMesgr, OneLine, OnTime, Shrink3.02+more(cat)
GRAB.BAG3	0890.5	DeskCol&InitMast CDEV, InitTIF, FindDataKill, MacHFS->ProDos, ResourceSpy+more(cat)
GRAB.BAG4	0890.7	NEXUS and Utility Works Launcher 1.8 and a new automatic game of Towers of Hanoi
GRAB.BAG5	0890.7	RUN Q, Talking Mouse, Leap Frog Multifinder and Lorenz Chaos Theory Graph
GRAB.BAG6	1090.3	Dream3200, DragonWar, Animate, Mac Tfer, ScreenFade, SysEx(midi), Fract//e, + more (cat)
GRAB.BAG7	1090.4	GS.Exp1-WOW!!! + DeskFileCtrl1.3, LdFnt1.2C, GS.Shrink1.02, NiftyList3.0 etc (cat)
GRAB.BAG8	1290.7	Source code for GS EXP, plus many other programmes and NDA's (cat)
GRAB.BAG9	0291.4	ShowPic5.4, Twilight, MenuTime, Midi, QuickBoot, PicPrint, TapeBackup++(cat)
GRAB.BAG 10	MAR91	AdvPDos4, APW(various), Micol Window, Prosel Mix n Match, Track 5.25, ZLaunch ++
GRAB.BAG 11	MAR91	SoundOffCDEV, GreyNDA, MemPrgeNDA, Super Info NDA, AudioZip, MacSndPlay, Pascal code for games & NDA
Grab Bag 12	APR91	Allison, GS Fonts, LongPlay, NotModulae & Spam/Pac/ Idle/Flip/Face/Bunny/MenuFix/ GraphSpeed NDA's
GRAB BAG 13	MAY91	GS Shrink It 1.0.4, AAF, BatRam, CBag2.41, FileMart:12, MTime3.31, Modem1.2, SCSI1.2, Shell1.2, TriClockv v4, Z3D
GRAB BAG 14	MAY91	GSXEdit V1 text editor, CSource(x12), GSCii+NDA, II Inifit., ZavtraMacro1.2(x64), TWGScdev, ZLunch.30
GRAB BAG 15	JUN91	GrafSpdNDA, GSVT1.45, HS.TP1, INIT, LongPlay2.0, Tool230.219, SwareExp2, Maxus1&2, ZipChipFix etc
GRAB BAG 16	JUL91	WP, Eyes, Load, Next, Security & ShowPic5.6 NDA's, plus Texter WP v 1.1, Crypto, Fonts, FontInvert, GS Spy, HP & AWP, 2nd Chance
GRAB BAG 17	AUG91	AWorksPatch.6, VirusRX, TMog, Boot8/16, About1.5, CoPilot etc
GRAB BAG 18	DEC91	TodayNDA, AZpatch, AutoMenuNDA, BlankInit, BlockParty, SciCalcDA, ChooseAfile4.03, Double Dump 2, EarthquakeDA, ErrorCodeDA, MenuTime 3.33 DA, QuitTo8, PixieCda's, ScreenMessDA, SoundOff 1.1Init, SuperDataPathNDA, VirusKiller, Voc3200
GrabBag 19 SuperGrab	FEB92	Super Convert 3.1 full working graphics conversion, Dream Grafix with Dream Voir demo, SuperView 2.2 Graphics viewer and Super Info 2.1 infinitely expandible NDA (no programming skill required)
GrabBag 20 UW Launch	FEB92	Version 2.2.5 of this great launcher, plus AutoMenu, ChronosII, ConchShell3, CusomGSOS, DeVerminator, ErrorCodes, Graf256Colors, gsTOmacPS, Snail & WarpFileFind.
Grab Bag 21	APR92	Skull, IFF2IIGSNVRTV5, Batch Formatter, Hex Convert, HPLIST, Locator GS, Menu Selector v2.0, Phone Log, SUPERCAT, ResLin d0.19, EL MACRO, Switch Control Panel, Typet, BRM, CDAMouse, HP IIP, Inst.ROM.CDAs, KeyClicker, ModemBuffer, Print Buffer, Remove.CDAs, ROM3MouseFixer, ShutDown Reminder.
GrabBag 22	MAY92	AUTOMENU.V2, BEER, DISK.INVENTORY.2, DOS2GS, EJECT, FILEMNGR.V2, FKEY, IMII.FAST.UTILS, LAZYPEPO, LINESNDA, MEMORY.USAGE, NAMEMAKER, SHOWPIC6.1 SUPDATAPATH V 2.03, SUPERSLECT3.3B, TOOLTRACE.V1.CDA, VCR
GRAPHICS1.ACS89	0490.3	12 different graphics and sound from the Nucleus & Photonix group
GRAPHICS.FRACTAL1	0490.5	9 fractal & animation programmes. A must-create surreal landscapes & patterns+lathe 3D
GRAPHICS.FRACTAL2	0490.6	Slides of what you can do with fractal programmes
Graphics Fractal3	APR91	Yet Another Fractal Programme—the best yet programme, 55 slides and slide show.
GRAPHICS.ICON.UTES	MAR91	3201 slides, scans, 100 icons, FinderView, GifSave ++
GS.TOUR	0689.1	A disk to show you how to mouse around and intro to //gs
Gyrus Utilities	APR92	DTUTils3.1, Capture, Solitaire, Scrapbook, File.Info.Edit, Set.PLR, Play.Sound, Calculator, Font.ID.Fixer, Alarm.Clock, Amper.Stuff (Draw, Res, Synth, Kill, Switch, Shape Edit), Shell.Stuff, Misc.DAs (AscliCDA, Hold DA, MouseOdometer NDA, PicDumpCDA, ScreenSaverCDA, TryThis NDA), Misc.Inits (Bouncelt, Sleep), Misc.Applics (ResComp,

		Boing, A-Maze-Ing, Fix DA), ProDos8 (UnNew, Bootmaker, MassFormat, Quit, ShowTime), Icons
HCGS 01A and 01B	JUN91	Animlcn,Appoint,AutoScript,BGMusic,Calendar,CD's Color,DBase,File,4Letter,Haiku,Horizon,Cheque Invoice,Note,ToDo,Math,Personality,Resource,Save Script,ShowMe,Soundman,StoryBook,VisualEffects
HCGS 02	AUG91	HyperCard Scriptomatic and Tech Notes from Queensland
HCGS 03A & 03B	OCT91	Bills Blocks, HyperTable Chem v2, HCard Tutorial, Clocks, Stripper, XCMD & XFCN creator, Rock Paper Scissors, Eamon Adv, Destroy Mac
HCGS 04 HyperWord	DEC91	The King James version of the New Testament on HyperCard GS with word find and print out.
HCGS 05 Composer	FEB92	A large 719k HyperCard stack to help you compose music
HCGS06	MAR92	HyperCard GS stacks; AppleQ Demo, HyperSounds, New User Interface, HyperCheque, HyperSavings.
HCGS 07	APR92	The updated HyperCard GS Apple II Technical Notes—over 200 of them all in one 'easy to use' stack up to July 1991
Icon02	MAR92	The ultimate in icons (100 plus of them) and programmes to create and manipulate them plus unbeatable tips.
HOROSCOPE GS	JUL91	self booting, generates Birth horoscopes. Designed to bridge the gap between the vast bulk of astrology books and practical applications.
HoverBlade Demo	SEP91	Demonstration—non commercial game available from the programmers direct, plus Boulder Demo of an incomplete game
HRD.DRV.PR.BUF	0390.5	Vanilla HD FMT,SCSI hack,InitDA On/Off,HD timers,PrintBuff etc(catalog)
HS.ADVENTURE	0490.6	3 disks.Excellent use of HyperStudio graphics & sound in an Adventure game
HS.STACK.01	0490.6	American History, Constitution, Anatomy of Eye,To Do Diary & US Geography.
HS.STACK.02	0590.3	Dailog & Border Flash XCMD & how to use,Magic, Zylophone,Planets,Diary,Addr. Book
HS.STACK.03	0590.3	Large Brinteasers stack plus Geography stack & how to use as atest for 30 students
HS.STACK.04	0590.4	Professional and dramatic stack—USA Presidents,facts,speeches,biography & trivia
HS.STACK.05	0690.4	Learn where common words came from and what they meant + all about the Shuttle.
HS.STACK.06	0690.5	Everything You Wanted To Know About The Finder But Were Afraid To Ask-Tutorial
HS.STACK.07	0790.5	Steve Davidson's definitive disk of the Periodic Tables-hard disk 2 meg version
HS.STACK 07A & 07B	0790.5	Steve Davidson's definitive 2 disk set of the Periodic Tables-for 3.5" disk 1.25 meg.
HS.ART.No2	0390.5	New clip art for Hyperstudio (catalog p 0390.6)
HS.STK.CENT.MAG	0390.6	First & only Public Domain copy of Magazine on disk.Subscribe (catalog)
HS.STK.COM	0390.6	Explains Hyperstudio in a stack (catalog)
HS.STACKS.DEMO	0390.6	Roger Wagners original stack disk (inc. testing of answers stack)(cat)
HS.STK.MORE	0390.6	Stacks—how brain works,optical illusions,solar system etc (catalog)
HS.STK.MORE.2	0390.7	Stacks-chess pieces & moves,Card tricks (that work),birds,cats (cat)
HS.STK.MUG.87	0390.7	Teaching children to read and spell—with sounds (catalog)
HS.SOUND.DEMO	0390.7	26 digitised Roger Wagner original Hyperstudio sounds (catalog)
HS.SYSTEM.Demo	0390.5	This disk that contains cut down HyperStudio to run all other HS disks
HSR.01	0990.7	The first self running HyperStudio disk, graphics + FileManager, DCP, SWCP. Great!
HSR.02	1090.6	Installing desk accessories & fonts HyperStudio tutorial + new GS Hperstudio Fonts
HSR.03	1190.5	See all the Fonts in the Ausom library (17 disks) displayed.Self running from Finder
HSR.04	1190.5	Fact and pictures.3 stacks containing details of 43 US Presidents. Run from Finder
HSR.05A and 05B	1190.5	A tour of Williamsburg USA—two disk set special \$13.This disk boots from the Finder
HSR.06A,06B 7 06C	MAR91	Star Trek the Next Generation Encyclopaedia—3 disk set for \$18.
HSR.07	MAR91	Messerschmitt, Scan & Scroll XCMD's, Clip Art & RHSII
HSR.08A & 08B	APR91	Washington—A Capitol Experience adventure using a map and historic sights (2 disks \$13)
HSR.09	APR91	Sounds Of History listen to and look at the famous, Hot Air Ballon & Letter Construction
HSR.GB01	SEP91	HyperStudio run time and stacks—History of Music, Clip Art Plus, Clip Art, PC Transporter, Capital Quiz
HSR.GB02	SEP91	HyperStudio run time and stacks—Calendar and Phone Dialler, Rolodex, American Sign Language
HSR.GB03	APR92	A grab bag of HyperStudio stacks—you need HS RunTime V3 (no room on this disk)—many grisly little horror animations from the Studio Central magazine on disk plus How to Animate, All About the Shuttle and Rhode Island
HSR.GB04	MAY92	Two patches—one replaces the defective extra manager on HyperStudio 3 with a new one and a patch for HyperStudio Sound Shop. Also a development HyperStudio disk for all HyperStudio users, that teaches you how to write some New Button Activities, Extras and Transitions. It includes source code. Then you get special fonts that work in 320 mode and extra NBA's, Extras and Transitions.
Hyperbole Sample	APR91	the first computer HyperMedia disk
Hyperbole 3 DISK'	FEB92	The definitive original music poetry prose and text 3 disk set at the special price of \$13 to encourage you to subscribe.
ICON1	1090.7	Instant Icon NDA + 3 icon editors,plenty of icons,launcher (updated see also 0689.1)
Japanese A & B	SEP91	Learn by listening to and reading conversational Japanese—2 disk set for \$13 (includes HyperStudio run time)
JUMPSTART3.0-ALARM	0790.6	Latest version of this popular launcher with many built in utilities + Alarm CDA
MAC CLIP ART 1 -10	1190.5	10 clip art disks for use in any GSOS and some P8 programmes. Superb quality.
MICKEY MOUSE	0690.3	The most superb Disney full colour artwork for Paint programmes or Tee Shirt prints
MICOL ADV. UTES	0890.8	Manipulate Files+ Online Vol,Cat,SetPfx,Format,SortCat,-Programme&CDA + BasicDemo
MIDI ALBUM.01	NOV91	With special version of HyperStudio Run Time ALONE, BABY.ELEPHANT, AMERICA (GOD SAVE THE QUEEN), AMANDA, AFRICA, A5.BLUES, BEETHOVEN, BEATS.ME, BACH.MINUET, BOLERO, BLUE.MOON, BLUE.DANUBE
MIDI ALBUM.02	NOV91	CANON.IN.D, CHEERS, CAPRI, CANARY, BRIDGE.O.KWAI, EVERY.ROSE, EVERY.BREATH,

MIDI ALBUM.03	NOV91	ENTERTAINER, ELEANOR, E.T.THEME, DAY.TRIPPER, DANIEL, CLASSICAL.GAS IN.THE.AIR, IM.NOT.SURE, IM.FREE, WEDDING MARCH, HELLO, HARD.TO.SAY, GOLDFINGER, FUGE, FOREVER, FOGGY.MTN, BELLS
MIDI ALBUM.04	NOV91	MORK, MOONLIGHT.MAD, MOOD, MIDSUMMER, MEMORIES, MARTHA.MY.DEAR, LOVE.STORY, LET.IT.BE, LARGO.THANG, LADY.MADONNA, JOPLIN, BATTLE HYMN, LET IT SNOW
MIDI ALBUM.05	NOV91	KITE, MY.GIRL, FANFARE, OBLADI, NUTCRACKER, OMMADAWN, NIGHTS IN WHITE SATIN, NIGHT.MOVE, NEVERENDING STORY
MIDI ALBUM.06	NOV91	SLEIGH, SOLE MIO, INTRO, STAIRWAY, CALL ME IRRESISTABLE, SHORDEMO, FASCINATING RYTHYM, RIDERS IN THE STORM, PUFF THE MAGIC DRAGON, PROMENADE Pictures at an Exhibition), PIANO MAN, PERRY MASON THEME, PEANUTS THEME
MIDI ALBUM.07	NOV91	YESTERDAY, WISH.ON.A.STAR, WILLIAM TELL OVERTURE, TRACES, TAKE MY BREATH AWAY, STAR TREK IV, STAR TREKKING, SONATA, VATICAN RAG, CLASSIC, MORE, MISTY, EL2.WORD
MINI MOVIE	MAY91	Full motion sound and picture of the Dr Who title
MODULA	1190.6	Brilliant.Different objects:filled,changing, rotating on 3 planes (controllable)
MUSIC.CNSTd		Music Construction Set Demonstration.
MUSIC.STUDd		Music Studio Demonstration.
MY SYSTEM	NOV91	Minimised System disk as detailed in October newsletter but with added features of Desktop Utilities 3.1 and GSXEdit colour word processor.
NDA 01	0888.2	New Desk Accessories Under Apple Menu.
NDA 02	AUG91	DTopUte3, TransProg2.2, GSCII+2.1, ShowPic v 6.0, TWcdev, SolitaireNDA, Lithium, DiskWitch, Kick, MusicModify, etc.
NET FILES 1	MAY91	Text files—179—information, discussion, rumour, jokes ETC.
NET FILES 2	SEP91	73 files jokes, rumours, vaporware, Black Adder, and news off the Net—May to July 1991(Approx).
NEWSLETTER	1190.6	Contains all the GS public domain articles shrunk using GS.ShrinkIT (on disk).
NEWSLETTER 1, 2 & 3	APR92	Read all the GS news since 1988, on 3 disks with HyperStudio Run Time version 3—special free to new members and \$7 total to current members with the original OCT 91 three disk version or November 90 single disk version or the FEB 91 single catalogue disk. Otherwise \$13 for the 3.
NEW USER HELP 1A & B	OCT91	Special 2 for \$10—how to copy files using the Desktop (Finder)—animated Hyperstudio run time—on disk) and All About the Finder.
NEW USER HELP 2A & B	NOV91	Special 2 for \$10—My System Minimised System disk as detailed in October newsletter but with added features of Desktop Utilities 3.1 and GSXEdit colour word processor plus 18 desk accessories and extra fonts.
NoiseTracker v1	MAY92	Plus ESA Rap and Mod player v.41, Godzilla and Jack music and also version.7 of NoiseTracker (just in case).The ultimate in GS sound. Overcome the limitation on the number of sample sounds in your GS and hear virtually unlimited instruments and orchestration plus play Amiga sound and all your SoundSmith data as well. Buy individually or with NT 1 and NT 2 for \$18. (see FEB92)
Noise Tracker Data01	FEB92	MOD.AXELF 209, MOD.HELLRUN 240, MOD.GREENSLVES 289, MOD.SHADOWFIRE 182, MOD.PIANO.PLUNK 113, MOD.JARRE 282, MOD.XENOPHOBE 266
Noise Tracker Data01	FEB92	MOD.PUMPUPJAM 320, MOD.SMOKE178, MOD.TUBULARBELL 79, MOD.BLUEMONDAY 112, MOD.SPACETRAVEL 219, MOD.LOCOMOTION 145, MOD.BATDANCE 517
Noise Tracker Data03	MAR92	Amiga music & 1 Soundsmith file for use in Noise Tracker—MOD.CRYSTALHAMM, 136; MOD.MANDELFORCE, 136; MOD.MANDELDUST, 235; MOD.APPROACH, 157; MOD.BACARDI, 101; MOD.HOUSE, 90; MOD.GHOST, 162; MOD.DRUNKBRAIN, 142; BIZZARELOVE.MUSIC
No Drugs	APR92	An FTA demo with a message—Boot from slot 5 (not from the Finder)
NUCLEUS	1189.1	A 3D state of the art sight & sound demo you can vary as it plays
OZ II GS ONE	MAR91	So many utilities CDA's, NDA's etc, you have to read the newsletter—a must.
PAINT1	0689.2	Cheap Paint 1.3; complete painting + 256 colours on screen
PAINT2	1089.4	Cheap Draw; a simple painting programme (catalog at p 1089.4)
PAW1 v 2.01	0890.8	Updated Programmes and utilities from Peter Watson of Ausom (cat)
PHOTONIX 1.46	0790.6	Updated version of the brilliant and fast disk copier from the programmers of Nucleus
PROGRAMMERS C.Orca+	JUL91	A shrunk file of 112 originals (about 1.2 meg), including an archive file containing about 60 macros
PROGRAMMERS DISKS	MAY92	16 disks briefly reviewed in April 1992 newsletter—purchase individually or at special prices depending on the number.
PRINT SHOP CLIP ART	DEC91	3 self booting disks of black and white clip art using Print Shop graphics—1164 indexed clips for use in your own programmes (NOT PRINT SHOP)
PSD1	1088.2	Print Shop GS Data Graphics (Disk 1 Of 4).(catalog at p 1088.2)
PSD2	1088.2	Print Shop GS Data Graphics (Disk 2 Of 4).(catalog at p 1088.3)
PSD3	0689.2	Print Shop GS Data Graphics (Disk 3 Of 4).(catalog at p 0689.2A)
PSD4	0689.2	Print Shop GS Data Graphics (Disk 4 Of 4).(catalog at p 0689.2B)
PSD5	0690.3	Print Shop GS Data 157 colour Graphics and 57 Fonts—Disk 5 (cat)
PSD6	0990.7	Print Shop GS Data 73 colour Graphics, 16 Borders and 17 Fonts—Disk 6 (cat)
PSD7	0990.8	Print Shop GS Data 71 colour Graphics, 16 Borders and 16 Fonts—Disk 7 (cat)
SLIDE1	0888.2	Hi Res Slides And Paintings Self Running.(catalog at p 0888.2A)
SLIDE2	0888.2	Hi Res Slides And Paintings Self Running.(catalog at p 0888.2A)
SLIDE3	0888.2	Hi Res Slides And Paintings Self Running.(catalog at p 0888.2A)
SLIDE4	0888.2	Hi Res Slides And Paintings Self Running.(catalog at p 0888.2A)
SLIDE5	0889.9	Latest Hi Res Slides And Paintings Self Running.(cat p 0889.9)
SLIDE6	0590.4	See what G in GS means-magnificent reproduction of the Old Masters on this disk (cat)
SLIDE7 SHK	0890.8	69 packed and shrunk pictures on the one disk. Use Shrinkit to unpack
SLIDE 7 UNSHRUNK	NOV91	Part 1 and 2 Unshrunk one disk with 42 slides from Slide 7
SLIDE 7 UNSHRUNK	NOV91	Part 3 Unshrunk plus 5 others one disk with 32 slides from Slide 7

SLIDE8 3200 COLOURS	1090.7	One slide show and two viewers for 3200 colour pictures
SLIDE9 GifConv	1190.6	75 superlative slides plus GifConvert & SHR Convert 2.1(cat)(update see 1090.8)
SLIDE10 VOC	1190.6	Borrow the Club's Video overlay card & see 400 line pics.Can also be viewed normally
SLIDE11 3201	1190.6	25 outstanding new 3200 colour pics with an automatic viewer-boot from 3.5 drive (cat)
SLIDE12.SHK	1290.7	48 new pictures, shrunk with GS ShrinkIT (cat)
SLIDE13.SHK	1290.7	43 new pictures, shrunk with GS ShrinkIT (cat)
SLIDE 13 UNSHRUNK.....	NOV91	Twenty one dungeon and dragon untitled sepia & colour slides from Slide 13
SLIDE14.SHK	0291.9	29 new pictures plus 17 Marilyn Monroe with Unshrink (cat)
SLIDE 14 UNSHRUNK.....	NOV91	Twenty nine slides from Slide 14
SLIDE15 3200	JUL91	33 new 3200 colour pictures
SLIDE 16 XMAS	NOV91	Twenty five Christmas slides on a self running disk—plug & play; use in your paint programme and print them out
SOUND2	0689.2	Digitised sound and music and Programmes to play them.(catalog at p 0689.2C)
SOUND3	0689.2	Digitised sound and music and Programmes to play them.(catalog at p 0689.2C)
SOUND4	0689.2	Digitised sound and music and Programmes to play them.(catalog at p 0689.2C)
SOUND 5—HS SOUNDS	0790.6	80 sound files in ACER format. The first two folders will each expand to 700K.
SOUND6.ACE	1290.8	More sound files in ACER format.(cat)
SOUND7.ACE	1290.8	More sound files in ACER format.(cat)
SOUND8.SHK MSTUDIO	1290.8	101 shrunk Music Studio songs and programme to play them (with GS Shrink.It)(cat)
SOUND 09	JUL91	Acer plus—this disk has some new material with a particular emphasis upon space exploration plus other sounds.
SOUND 10	OCT91	A new disk of sounds Cartons, shuttle (see catalogue below) plus NOIZE to play them (you can also use AudioZap on SoundUte 02.
SOUND EFFECTS 01	NOV91	With HyperStudio run time on disk, 56 of the best.
SND.PALMER	0689.2	Digitised Simply Irresistible and Programmes to play it
SOUND ROCK 1	0890.9	14 different songs 6 different Paintwork animations automatically play
SOUND ROCK 2	0890.9	20 different songs 6 different Paintwork animations automatically play
SND.TWO.AM	0888.2	Digitised music (previously D1)
SOUND1	0689.2	Digitised sound and music and Programmes to play them.(catalog at p 0689.2C)
→SOUNDSMITHv0.95 PLUS	0291.9	New version multi-track stereo & background music player jukebok (0890.9,0490.6)
→SOUNDSMITHdata 1-4	0590.4	4 disks of data and sampled sounds for Soundsmith. (catalog)
→SOUNDSMITHdata 5	0890.9	The latest and best up to 14 track music and instruments for Soundsmith
SOUNDSMITHdata 6	1090.8	8 new ones including Pachabels Canon and Midnight Express
SOUNDSMITHdata 7	0291.9	Smantha Fox song and others (cat)
SOUNDSMITHdata 8	0291.9	Cristmas Music-Away, Greensleeve, Hark, Jingle, Joy To, Come Ye, Silent, We Wish You+(cat)
SoundsmithData 09	APR91	Bach BWV.538, BWV.573, BWV 575 & BWV 578, JAPAN—ROKUDAN, HAYA.ROKUDAN & GODAN, CHINA -MEI.HWA
SOUNDSMITHData 10	JUN91	11 BEST from data 1 to 9 using HyperStudio RunTime Work on all 1meg plus GS's inc. Rom 03.
SOUNDSMITHData 11	JUN91	No player.Axel FHT, Closer by Rush, I'm All You Need, Limelight, Pink Floyd In Flesh and Space Harrier
SOUNDSMITHData 12	DEC91	Coconut, The Other Side, Split, Delta, Genesis, DYA and a bit of Bach with HyperStudio Run Time on the disk.
SOUND UTILITIES 01	JUL91	AudioZap a stand alone "full-featured sound recording, playback, and editing system" plus SynthLab(tm) Wave Creator/Editor
SOUND UTILITIES 02	OCT91	AudioZap version 1.2, and sound converter for Diversi Tune to Midi, plus the Simpsons, Monty Python & Cosby and much more
SQUIRT.SHR	0889.4	Text based launcher & Super High Res Convert 2.1 (catalog p 0889.5)
SPACE ACE DEMO	MAR91	Short, but spectacular demo of the new game—fast and almost TV quality cartoon.
SPACE HARRIERSdemo	0790.7	Playable demo—you can't die.By Photonix & Nucleus Programmers-superb sound & graph
STAR TREK	0690.3	A must for Trekkies—digitised photos plus two databases all about Star Trek
\$WORD OF SODAN demo	1090.8	Unreleased game which uses graphics and animation and characters 2/3rd screen high
SYSTEM.5.04	0291.9	Version 5.04 Of GS Operating System (2 Disk set).
SYSTEM 6.0	MAY92	Version 6.00 Of GS Operating System (6 disk set at special price)
TASK FORCE demo	1090.8	This game has now been released. Get a feel for it in this demo.
TECHNOTE1	0489.3	Apple technical notes covering all aspects of // series.(cat p 0489.3)
TECHNOTE2	1089.4	New and altered notes covering // series (catalog p 1089.4)
TECHNOTE3	0590.4	Latest notes covering // series from November 1989 to April 1990
TECHNOTE4	1090.8	Latest notes and addendums updated again for October (cat 0890. 9 and 1090.9)
TECHNOTE5	0291.9	Completes all known and missing and new Technotes as at Dec 90 (cat)
TRUE TYPE FONTS	MAY92	Disks 1-5 of the new "no jaggies" fonts (needs the commercial programme Pointless)—buy one or more
TRUE TYPE UTILS 01	MAY92	A HyperCard GS stack showing some of the True Type fonts on disks 1—5
UTE1	0888.1	Davex a Prodos Shell, P8CDA, Nifty List etc.(see also 1088.1)
UTE2	0888.1	Hi Res Convert, Beep Change, Startsound, Startpic etc.
UTE4	0689.2	DA Install, MasterNDA, Squirt, Calc.NDA, Icon Editor etc.
UTE5	0689.2	Wordprocessor, Labels, ProDos<-Dos>-Pascal, CyberFind, Shrink
UTE6 French Connect	1190.6	Essential.Choose what to launch as the GSOS thermometer is moving+much more
UtilityWorksGS 1.2.1	APR92	an integrated set of Apple IIGS utilities which gives the user, within a single programme, all of the most frequently needed Apple IIGS utilities
(see Nov 90, Aug 90 and Aug 89 for previous)		
XMAS DEMO—FTA	MAR91	Not really for Christmas, this is the Nucleus Modula groups answer to Bullwinkle—brilliant.
WORD PROCESSOR 01	JUN91	RAT and GSXEdit, plus DataPath, Idol, KeyFind and Install DA/Fonts
WORD PROCESSOR 02	MAR92	The latest word processing, calendar and fonts disk—Big Edit Thing 1.0b3, Calendar, ElfWrite, 90 new fonts, GSXEdit Version 1.0, Write Away! v 1.00 & WordWorks 2.25
ZZ COPY v 2.21	MAY91	Probably the fastest copying programme with the most features





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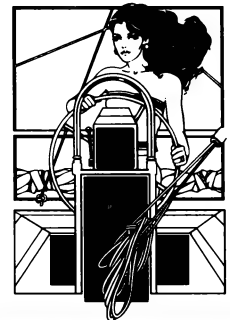
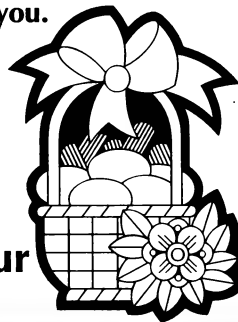
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Macintosh Disk Library

AUSOM 92.19



Birdsongs

Four digitized bird songs plus a simple sound player.



Notify 2.1.2

FreeWare notification and messaging software. Alarms and messages can be set via a control panel interface.



PhoneBook Plus 2.6.1

PhoneBook Plus handles long lists of names and addresses usually managed by a Rolodex, HyperCard, or some other clumsy tool. It sports the slickest interface around, extensive phone dialing features, envelope printing, and a robust phone call timer. For those of you who never found the perfect phone DA, this may be it!



Showsizes 2.1

ShowSizes is a fairly simple program. It scans your hard disk and displays the structure much like the Finder does. It displays each folder with a bar chart and text displaying the percentage it and its descendants occupy.



Shutdown Items 2.31

Everything to manage and manipulate the shutdown operation of Macs.



Super Notepad 1.21

Super Notepad adds the following features to the original notepad: Variable number of pages (up to 1000), variable number of characters per page (up to 10000), choice of among three different notepad sizes, multiple notepad files, text search.

AUSOM 92.20



DarkSide 3.0

Update of DarkSide, the screen saver application for System 7 or Multifinder under System 6. It runs in the background and has an expandible set of "blackouts" or "Faders" which you can select from.



3D Windows 2.0

3D Windows draws coloured windows with a 3D appearance on Mac II's.



MacBrightness 1.02

Control panel which provides software control for screen brightness on those Macs which do not have a brightness control knob i.e. Classic and Classic II.

The 'extra' True Type fonts from Apple are now available on AUSOM 92.23 and AUSOM 92.24.

AUSOM 92.21



Type 1 fonts

Aarcover

Very jagged "lightning" lines.

Animal Dingbats

Lots of different animals, each character is different. Press option and the animals face another direction.

Beanie

Thick calligraphy font.

CheqFont

For all chess addicts, this font allows you to design and layout a chess board (all the pieces, black and white, are represented). Free PS font from Adobe!

Durango

Western style font.

Logger

Letters formed from logs of wood.

Manzanita

Caps only. Victorian wood-type feel.

Rhyolite

Uppercase (+numerals, punctuation & a few alternate uppercases) based on Huxley Vertical. Tall thin letters.

SapirSans

A good sans serif font.

Savannah Fats

Black letters coming out of a white block background. Close to LeeCaps.

StencilCut

A font styled after Adobe's "Stencil" font. M*A*S*H type letters.

Swiftly

Graphic font based on very old photographs (late 1800's) by Muxbridge of human body studies. Font has human figures jumping, walking, flipping...

AUSOM 92.22



Billboard

Other fonts include Frontier, GothicShadow, Hotdog, Liquidcrystal, Medusa and NewRtxFancy

The quick

Nordic

Sizes: 12 & 24, type one font in Nordic style.. Thin upper and lower case letters that go diagonal every way they can...

also Qubist and Searchlight



Woodcut

AUSOM 92.23

These are among the latest True Type fonts from Apple—New Century Schoolbook, N Helvetica Narrow and Palatino

AUSOM 92.24

Further True Type fonts from Apple—Avant Garde, Zapf Chancery, Zapf DingBats, Bookman, Geneva, New York, Chicago and Monaco

BCS-Disk 224



LightningPaint 1.1

A painting program, very similar to MacPaint. No colour. Includes floating palettes, and on-line help.



Mariner 1.0

A mouse oriented spreadsheet program with a sophisticated graphic interface. Includes graphics, charting, individual cell formatting, tear off menus, and icon bar menu short-cuts. Graphics features are disabled in the worksheet after 15 saves.

Pacman 1.0

The old popular arcade game, in colour and with sound. A well done program, and very faithful to the original game.



TimeDrive 1.2

This is a non-destructive hard disk evaluation program. It will perform a series of reads and writes and report to you the hard disk's performance, including disk speed.

BCS-Disk 225



PageMaker v4.01 Short-Cuts DA

This desk accessory will list menu and keyboard short-cuts for PageMaker version 4.01.



Puzzler 1.0

A colour jigsaw puzzle program. All the puzzle pieces are square in shape, and the number (and size) of the individual pieces can be changed. Includes one sample puzzle, new puzzles can be created from PICT resource files. Requires System 7 and Colour quick draw.



Zoom Lens DA

This program will show an enlarged or shrunk portion of the screen in a small window. The amount of magnification is easily adjustable.

BCS-Disk 226



Lights, Camera, Action! 1.1

Use this CDEV to play an animation at startup (with sound, if desired). The animation file must be in the PICS format.



Loyd's Lunacy 1.1

A game in which you must move the large square block from the upper right hand corner of the board to the upper left hand corner of the board by moving other pieces out of the way.



Shogi 0.21

A Japanese board game, similar to chess. It is played by two players (or in this case you against the Mac) on a nine-by-nine board. The object of the game is to capture the opponent's King.



TypeSpec 1.2

A font utility that can display and print a character set of any installed font. It can also be used to print type specs for all your installed fonts at one time.



WatchWork 1.0.0

This program displays a digital time-piece. It includes alarm reminders, (when run in the background in Multi-finder), chimes, a stopwatch and a timer. Also includes many user-customizable functions.

BCS-Disk 227



Folder Icon Maker 1.0

Drag an icon onto this program in the System 7 Finder and it will create an empty folder with a miniature version of the icon on it.



Piston 1.0

A game in which you must position heavy stone blocks to prevent moving hydraulic pistons and prevent crushing the corridors of the underground city.



VideoBeep 1.0D3

An INIT which plays a movie clip or animation whenever a beep sound occurs. Requires QuickTime.

BCS-Disk 228



FontView

Use this DA to view all the characters in a font, including those in suitcases that are not currently installed. You can also copy and paste any valid character in the font. This program will also work with TrueType.



MenuChoice 1.1

This is a CDEV for System 7 which creates hierarchical menus under the Apple menu based on folders in the Apple Items folder in the system folder. You can use MenuChoice to open applications, CDEVs, and documents of all kinds quickly and easily.



MicroMandella 1.0

A graphics program for colour Macs which draws beautiful and complex mathematical objects called fractals. Requires a Mac with a FPU and 32 bit Quickdraw.



SFComment 0.5

This INIT will display the file comments in the standard file open dialog for all files that are on your hard disk. It does not work with folder comments, comments for files on volumes without a desktop database (i.e. floppies), and it only works with the 6.0 standard file calls, not the new 7.0 ones.



TextFilter 2.0

This is a utility to remove all unnecessary spaces, returns, control characters and lines from your text files.



Startup Downloader 1.02

This is a CDEV that lets you create 'download sets' of Postscript fonts and programs (.ps files). These files, when double-clicked, will download the fonts and .ps files to a selected Postscript printer.

BCS-Disk 229



Do It All! 2.1

Use this program to help you become organized. This is a ShareWare priority manager, things to do manager, calendar, and scheduler.



Fidget 1.0

A challenging word game in which you use the letters randomly chosen by the computer to spell words in a crossword puzzle-like grid. A dictionary built into the game keeps you honest.

BCS-Disk 230



Cribbage 2.4

The card/board game of Cribbage. Play against the Mac. In colour on Mac II's. Instructions are included on how to play Cribbage.



Saddam's Revenge 1.2

A game in which you must find all the hidden mines in the minefield while avoiding getting blown up. Includes three levels of difficulty, colour, and digitized sounds.



UULite 1.1

A uudecoder for Unix/UseNet users. Includes multipart file decoding. Removes headers & footers, sets output file type, & decodes a source file containing multiply encoded files. Also performs Unix to Mac text conversion.

BCS-Disk 231



BWMacAClock 2.0

Displays a small analog clock on the screen (including date), to be run in the background in Multifinder. Runs on all Macs, but you can add colour on Mac II's. Includes an alarm.



Control Key

This is a keyboard layout resource, for use with system 6.0.4 and above, which will give Mac's with a non-ADB keyboard a control key capability.



MacChase 2.17

An arcade game, based on the old popular game PacMan. Includes multiple playing levels.



Net Othello 1.1b2

With this program you can play the board game Othello over an AppleTalk network with people on other Macs. You can have multiple games going at the same time with different people.



Pegged 1.0

A peg board game in which you jump pegs over other pegs, removing the peg you jump over. The object is to end up with only one peg on the board. You can choose the starting pattern of the pegs.



Popcorn™ 1.0.1

A simple program that plays QuickTime movies. You must have the INIT QuickTime installed in your system folder in order to use this program. The QuickTime INIT (extension) is on AUSOM 92.10 and other QuickTime movies can be found on AUSOM 92.11 and AUSOM 92.12.



Quadra 1.0

Once this INIT is installed, the Mac startup will play a sound just like the startup sound on the Mac Quadras.



Wee Clock 1.0

Places a very small clock in a window. Meant to be run the background in Multifinder.

BCS-Disk 232



7 For Seven

7 utilities for System 7 in one program: Set Rename Delay, Change Alias Style, Balloon Help Size, Application Linker, Add Quit to Finder, Show/Hide Command Key, and Remove ZoomRects.



7.0 Plus Utilities 1.0 Blindfold 1.0

A system 7 "drop box" which allows you to make icons invisible and visible. Simply drag an icon onto this program to make the icon invisible.



Custom Killer 1.0

A system 7 "drop box" which allows you to remove the custom icons from files. Simply drag the file onto this program to remove the custom icon.



reCoverUP 1.0

A system 7 "drop box" which you can use to delete a disk's desktop database files, in order to recover files that have been made invisible due to a bug in System 7 Tune-Up. Simply drag the icon of the disk containing the corrupt Desktop files over the application icon and they will be deleted.



Delcon 1.0

A system 7 "drop box" which allows you to hide a file's icon, while keeping the file's name visible. Simply drag an file onto this program to hide it's icon.



LockSmith 1.0

A system 7 "drop box" which allows you to lock a file, folder, or disk. Simply drag an icon of a file onto this program to lock it.



Obliterate 1.0

A system 7 "drop box" which allows you to lock a file, or an entire folder's contents. Simply drag the icon of a file or folder onto this program to delete it.



Pink Slip 1.0

A CDEV which adds a "Quit" menu onto the Finder, so that you can quit the Finder once you have started other programs in System 7 to save memory.



Stationer 1.0

A system 7 "drop box" which allows you to turn a file into a stationary file. Simply drag a onto this program to turn it into stationary.



TextBreak 1.0

A system 7 "drop box" which will place carriage returns in a text file that has no carriage returns. Simply drag a text file onto this program to add carriage returns.



Bongo Bob

This INIT, once installed, will give you a fortune every time your Mac starts up.



TextMerge 1.0

A system 7 "drop box" which will merge multiple text files into one. Simply drag the files onto this program in the Finder and a new file will be created containing the text of all the files.



BNDL Banger 1.2

This System 7 program provides an easy way to update an application's BNDL resource information in a hard disk volume's desktop file, so that you don't have to rebuild the entire desktop file.



Clam 1.0b1

This system extension, once installed in the system folder, will eliminate the icons from the Apple menu, thus speeding up the display and the selection of items from the menu.



Proswitch 1.2

A CDEV for system 7 which makes it easier to switch between different programs. Includes six fully configurable hot-keys for switching and hiding/showing windows of running processes.



System 7 Pack! 2.0 App-Doc Linker! 2.0

Lets you change the linking relationships between documents and applications in the Finder. For example, you could change it so that whenever you double-click a MacWrite document it will open Word.



Finder 7 Menus! 2.0

This program lets you change, add, or remove command key combinations to the menus in System 7 Finder. You can also change text of Finder menus, add a quit menu to the Finder, plus much more.



Rename Delay Editor! 2.0

This program lets you modify the file rename delay behaviour of the Finder, by turning the delay on and off and changing the delay time.



Wait! 1.0

Lets you change the rename delay time of the Finder.

BCS-Disk 233



AutoClock 1.1.4

This program will use your modem to dial an atomic clock to set your Mac's clock. With the INIT installed the program can automatically dial the clock as often as you specify and keep a track of the average time difference between the Mac's clock and the standard.



Bikaka 1.2

A game similar to the "falling block" game of Tetris, except in this version the shapes are made of hexagons instead of squares, which makes the game much more challenging.



CODE Editor 2.9

This file contains a resource to add to ResEdit which will add much more functionality to ResEdit's code editor. It will display disassembled code (of both code and code-like resources), annotated with module names.



Commander 2.1 DA

This is a simple DA which shows all the AT commands usable with your Hayes compatible modem.



MacBrightness 1.0.2

Use this CDEV to adjust the brightness on Mac's which have software-adjustable brightness controls (such as the Classic and Classic II). Requires System 6.0.4 or later.

BCS-Disk 234



Date-Time Format 7.0

Use this CDEV to adjust the Mac's standard date and time format, used by the Finder and many word processing and database programs.



MacMolecule 1.5

A program designed for creating 3D-images of molecules for use in teaching molecular structure to students of biology, chemistry, and allied fields. Comes with many sample data files. Requires a 68020 or 68030 Mac with a floating point co-processor.



Slime Invaders 1.0

A variation on the old and popular arcade game Space Invaders. Shoot down the invaders as they drop out of the sky.

BCS-Disk 235



Carpetbag 1.0.1

A CDEV (similar to Suitcase) which lets you make resources (such as fonts, sounds, and FKEYs) available to the Mac without having to add them to the System file. Also works with the desk accessories, but is not recommended.



Curse of Vengeance 1.04

A "Dungeons and Dragons" text adventure game. Contains over 200 rooms to explore and many monsters to kill before you can win the game.



Finder Palette 1.0

A file launch and organizational utility program for System 7. You can add links to frequently used programs, files, folders, and desk accessories and access them by clicking on the palette.



FinderAppMenu

For system 7. This program will scan your hard disk on bootup and build a new menu for the Finder which will contain the names of all the applications found. You can then run and program by choosing it from the menu.



SndConverter 1.0.1

Use this program to convert sounds between different formats and also to downsample sounds as they are converted.



SndPlayer 1.0

This program will play all the different formats of sounds, including those in the data fork and resource fork of files.



Stopper 1.0

This program is simple protection to prevent people using your Mac. Once configured and installed, you must hold down a preset sequence of keys in order for the Mac to boot successfully.

Tic Tac Mac 1.0

The classic game Tac Tac Toe. Play against the computer. For kids.

AUSOM Games-04



Shadow Keep 1.0

A very good graphic adventure game. Comes with a complete history of the world you must explore & instructions as well. You can only save the game a limited number of times unless you pay the ShareWare fee of \$10.00 U.S.

Games•05 AUSOM



Core! 1.1

Stage simulated battles between computer programs, using simulated computer memory as the battleground. Sample battle programs are included; you can also write your own. ShareWare \$14.00 U.S.



Robowar 2.1.2

Updated version of Robowar 1.5.1. Comes with pre-designed and programmed robots as well as existing tournaments to fight your robots in. Instructions on programming your robots included in a help file.



Pinochle 1.0

A card game similar to the well known card game of 500. Has several options allowing you to set the skill level of your opponents and partner.

Games•06 AUSOM



Bonk 1.0

A fun little game that tests your speed with the mouse. Faces appear on a grid and you must click on them before they laugh at you and disappear. Comes as a self decompressing file. In colour or B&W. ShareWare \$10.00 U.S.



HangMan Plus 2.0

Update of version 1.0 with more word categories and ability to alter the number of guesses. ShareWare \$10.00 U.S.



Sargo Noidz 1.0

Based on an Apple II game, you must move your piece around a board to blank out every square while dodging the other pieces trying to take you off.



Star 'Roids 7.0

This is a Mac version of the popular arcade game Asteroids, with digitized sounds and nice graphics. On a Mac IIx, IIcx, or SE/030, this program will run very fast. Update of version 5.4.1. ShareWare \$10.00 U.S.



CalcPlot 2.0

A combination RPN calculator and graphic plotter useful for viewing variable interdependencies present in moderately complex equations. It was developed to study and utilize many of the Macintosh user interface features.



NumberCrunch 1.41

A super scientific calculator which can parse and plot equations and remember variables. Very nicely done. In both application and DA form.



Contours 1.0b

A visualization tool providing an alternative to viewing data as mere numbers. Without the use of colour, it uses the graphic capabilities of any Macintosh computer to present data in an easy-to-understand manner. This is done by displaying the data as a contour plot, a three-dimensional (3D) plot, or as shaded data of differing intensities.



math21 0.6

A 3D function plotter with features such as varying the point of viewing, choice of wire-frame or shaded graphs.



Solve 1.1

An interactive tool for mathematical analysis. Solves for values in specified equations, given initial values for some of the equations. Numerical precision can be set.



xFunctions 1.2

This program allows you to define and view functions in various ways. Displays function as graphs, diagrams or tables and can even animate graphs based on a range of parameter values.

Science•20



Tcontour 2.1

Designed to display scientific data obtained from ternary systems i.e. a measured value is a function of three values not the usual two, subject to the constraint that the total combination of the three variables add to 100%.



MacMimic Demo 2.0

Application for displaying, building and comparing molecular structures (this is a demo limited to 10 atoms for saving and printing). A authentic implementation of the state of the art molecular mechanics program MM2(91) is available in the full working version.



DigSim 2.8

DigSim is a program for designing and experimenting with digital circuits. It is useful for both learning digital logic and for testing advanced circuit ideas.

SCIENCE Series

The IMAGE series has been renamed SCIENCE as this better describes the contents of the disks. They are not all purely scientific and could equally be of interest to Members wanting to make use of the program Image. This program has some features very similar to those found in PhotoShop and other expensive commercial applications.

Applications in the SCIENCE series assist with the manipulation of GIF files e.g. the latest version of GIFConverter—2.2.10—is on Science•08 along with many other GIF viewing programs.



Macintosh disk library review

How to Increase Your Productivity

AUSOM's theme for this month is Manufacturing, so it seemed appropriate that this article should work around the theme of Increasing Productivity. (Not that the past month has been particularly productive for me. I did eventually load System 7 with the result that my productivity zoomed rapidly to zero, and thereby hangs a tale which I will relate when I have more time—perhaps next month.) All the following programs were run under System 7, although they do state that they will run with System 6.0x

Do It All! v 2.1

Do It All! v 2.1 (AUSOM 91.44) is an excellent program for managing appointments, deadlines and jobs. I have previously used two commercial programs—Smart Alarms™ and Day by Day™—and now having tried out Do It All!, I think that this superb little ShareWare program would adequately meet almost all my needs.

Do It All! is based on four different types of “jobs”—Normal, Appointment/Event, Due and Schedule. The illustration shows the Dialog Box where these are selected. When you make a selection, the Dialog box changes to reflect your choice. (The second illustration shows how polite and user-friendly the program is.) A Normal Job does not have a due date, but you are able to set a priority for it from 1 to 10 (or Top). This would be excellent for my “To Do” lists. If you need to complete the job by a certain then you use the Due Job function.

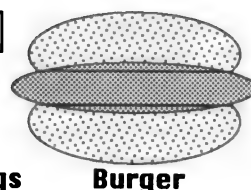
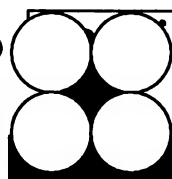
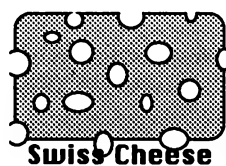
An Appointment/Event can be either set for a particular time and length of time (for example 2.00 pm to 4.00 pm on June 11th) or labelled “anytime” (that is you can just be reminded that you have to carry out the task sometime on the day). The latter are then labelled events. With appointments, if you set a two hour meeting, you will not be able to schedule another meeting for the same time period. The

Schedule facility is similar to Appointment, but in this instance you can set the appointment for weekly, for example, every Monday or every Tuesday. About the only requirement that you might have that does not seem to be available is to set up an appointment on say the first Monday of each month or the fifteenth of each month. If these limitations are not important to you then you would find the program very useful. Although there is no accompanying documentation, the Help files are quite detailed and can be printed. (Voluntary donation requested by author.)

The Type Book v 2.2

The Type Book v 2.2 (AUSOM 91.28) is an much improved version of a program I reviewed about a year ago. Its main purpose is to provide print-outs for a typeface reference book; it would be most useful for those who are involved in desktop publishing, as they could show the book to prospective clients to allow the choice of an appropriate font. It would also be interesting for those who do word processing or desktop publishing on a non-commercial basis, but would like to extend their knowledge of fonts. Basically it allows you to print out a page for each of your fonts showing a number of features including:

- the alphabet in that font in point sizes of 6, 7, 8, 9, 10, 12, 14, 18, and 48
- three paragraphs showing three different leading values, and
- various measurements relating to the average numbers of characters per one Pica of column for different point sizes, as well as the height sizes of caps.



The preceding is similar to the earlier version that I reviewed, however, you can now also print out a display of selected characters available from the typeface at 48 point so that comparisons can be made between fonts in a large display format. The complete character set for each font can also be printed out. Thus without the need for PopChar or KeyCaps, you could find out that Shift Option “k” produces a filled-in apple in Palatino etc. Another nice feature in this version is that you can now choose to print only one or two fonts at a time, thus preserving the sanity of your laser printer, which does tend to get a little upset (in other words it sometimes hangs) when you try to print a large number of fonts in the one print run. For a fee of \$45, the developer will customise the output with your own logo and name on the page.

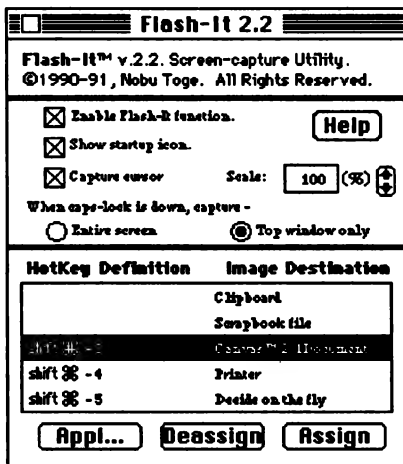
Apple Draw v.5.1.4

Apple Draw v.5.1.4 (AUSOM 92.02) is a really great little drawing program, although of course somewhat limited compared to expensive commercial one draw programs. It has the usual rectangles, rounded rectangles, ovals, lines, arrows and polygon tools, as well as text in different fonts, sizes and styles—including condensed, extended, (left, centred and right justified) and framed text, standard pen and fill patterns, Quick draw colours, different line widths etc. It allows zooming, grouping and editing groups and many other functions. I particularly liked the Take Picture function which allows you to produce illustrations such as the following—

My drawing ability is somewhat limited so these illustrations were copied from the comprehensive manual which accompanies the program and not produced by me, although I did manage to produce a Swiss Cheese which looked very much like the illustration. With the assistance of a little lateral thinking, the Take Picture option could be very well utilised to produce a wide range of illustrations. (ShareWare fee \$30)

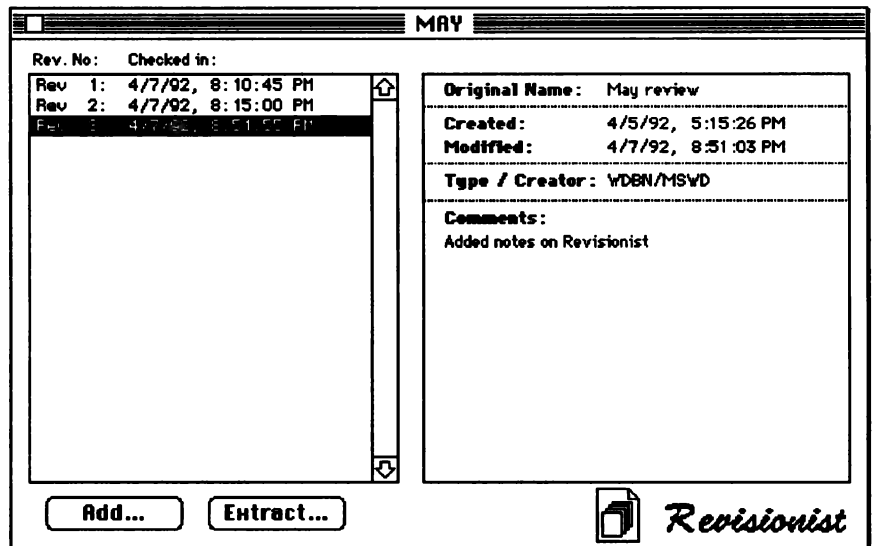
Flash-It v.2.2

Flash-It v.2.2 (AUSOM 91.44) is an updated and "final" version of a screen capture utility that I also reviewed last year. The illustration shows the options available in Flash-It. Note that with HotKey 3, the data is saved to disk as a PICT file, and you can choose the application to which you want to save. The advantage of this is that you can later open the file in that program by double clicking on the file icon. You also have the option of scaling the output. You can choose to capture the whole screen, the front window or any portion of the screen. This is another ShareWare (\$15) program that does almost as much as its commercial competitors.



Revisionist

Finally, I would like to conclude with a brief comment on Revisionist v.1.1 (AUSOM 92.02). It is a small program that allows you to store different revisions of selected documents in so-called "archive files". Revisionist stores different revisions of any types of files (not only text files) in a space efficient manner (about 5 % of the full file size per revision). The need for a program such as this would perhaps be rather limited, but anyone who needs to keep multiple different copies of a file would find it useful. It would be really useful if



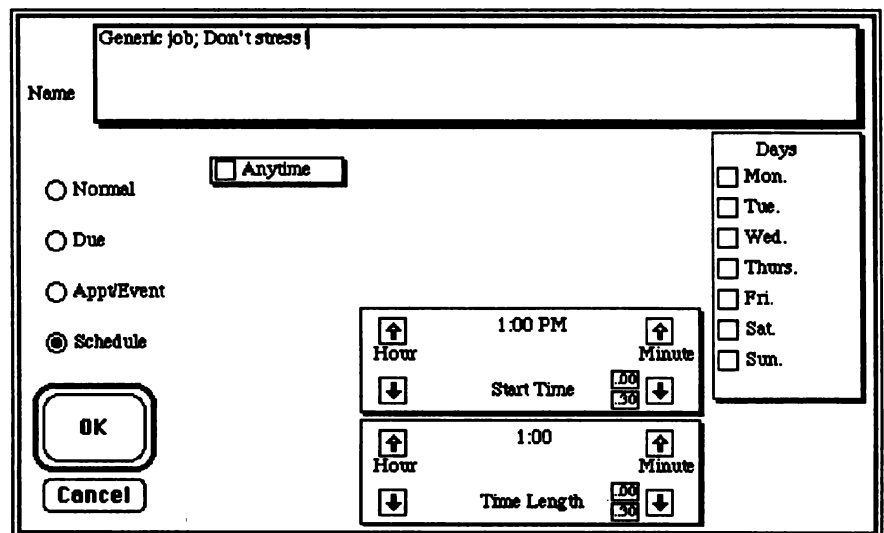
Revisionist

you wanted to keep multiple copies of your Curriculum Vitae with small changes reflecting the specifications of different types of jobs that you intended to apply for. The comments section would indicate the type of job, and you could quickly extract the relevant version. The compacting facility of the program would save disk space.

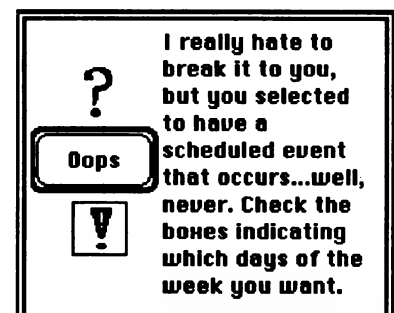
After you have created an archive file you can add an unlimited number of revisions of a document by pressing the Add button or choosing the Add command from the Revision menu.

You are asked to enter a comment that describes the revision being added. All revisions are stored together with the comments in the archive file. The creation and modification date, type and creator as well as the original file name are stored automatically by Revisionist.

You extract a specific revision by selecting it and then pressing the Extract button or choosing the Extract command from the Revision menu.



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The following people will endeavour to answer members' queries on the topics shown.

As this is a **voluntary** service, please **only ring between the hours shown**.

If you can't get through **try again another day during the specified times**.



Adobe Illustrator

Grant Waldram
876 4062—7pm-9pm

Adobe Illustrator

John Tompkins
500 9060—7pm-10pm

Aldus Freehand

John Tompkins
500 9060—7pm-10pm

Apple // Adventures & Games

Glen Maddock
725 9643—7pm-9pm

Apple //,

Modems, BBS and Comms

Robert Pascale
478 9644—7pm-9pm

Apple][, //GS Beginners

Philip Richardson
836 7710—7pm-9pm

Apple // Disk Recovery

Peter Watson
894 1087—7pm-10pm

Apple //GS, HyperStudio

Michael Levine
857 5727—7pm-9pm

Apple //GS, AppleWorks

James Clough
592 3450—6:30 pm-10 pm

AppleWorks

Peter Szabo
605 1777 (BH)

AppleWorks, Time Out

Publish It!

Kevin Noonan
725 7421—7pm-9 pm

Cirtech Memory Cards

Mark
546 9928—7pm-9pm

Design Studio

Ray Smith
848 1534—7 pm-9 pm

Cricket Draw

Cricket Graph

Noel Goldsmith
807 5968—8pm-9pm

Genealogical Computing

Bill Gunther
888 1676—7pm-9pm

General Apple// GS

Peter Watson
894 1087—7pm-10pm

General Mac

Grant Waldram
876 4062—7pm-9pm

Hypercard

John Tompkins
500 9060—7pm-10pm

Library Disks

Peter Garwood
544 0740—7pm-9pm

Light Speed Pascal

Noel Goldsmith
807 5968—8pm-9pm

Lisa/Mac XL

Steve Stretton
813 3203—7pm-10pm

Lode Runner

Matt Murphy
391 4359—7pm-9pm

Mac Programmers Workshop

Noel Goldsmith
807 5968—8pm-9pm

Mac Sound/Music

Ross Bencina
870 0084—6pm-10pm
Sunday to Thursday

Mac Recorder

Mac Sound/Music/Vision

Mac Games/General Mac

Daniel Huang
419 2412—5 pm - 10 pm
Monday to Friday

Mac—

Hypercard/Apple Events Networking

David Turk
525 5439—Sat/Sun 12pm-6pm
Monday to Friday: 7pm-9pm
If no answer, leave message.

Memory Expansion—Apple][

James Clough
592 3450—7pm-10 pm

Modems & BBS Comms

Stuart Young
877 2813—7 pm-9 pm

Nisus and MS Word

Chris Elmore
722 1402—7 pm-9 pm weekdays

Omnis 3, 5 and 7

Peter Stokes
578 2231—business hours
578 2231—7pm-9pm

PageMaker

Eva Eden
347 4495—7pm-9pm

Printshop Graphics

John McKenna
583 3557—7pm-9pm

ProDos

Peter Watson
894 1087—7pm-10pm

ProDos

James Clough
592 3450—7pm-10 pm

Publish/It!

Adrian Gallagher
315 9324—5pm-7pm

Time Out

James Clough
592 3450—6:30 pm-10 pm

Viruses

Adam Frey
531 1231—7pm-10pm

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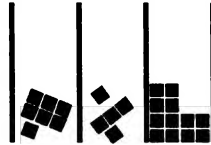
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Each Additional Family Member	Nil	\$10	<input type="text"/>
New School/Corporate Member	\$10 plus	\$50	<input type="text"/>

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Newsletter Only	Nil	\$35	<input type="text"/>

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☐ Apple IIGS ☐ Maths ☐ BBS ☐ Education ☐ Youth ☐ Software
☐ Professional Users ☐ Other (Please specify)

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Discount Corner

Each month this list will consist of those organisations or companies who offer AUSOM Inc. members a discount on their products or services

Collins Booksellers (Technical & Academic Centre), 401 Swanston Street, Melbourne. Offer 10% discount on computer books on production of current AUSOM membership card.

Computer Books Co. Offers 20% discount on computer books published by major publishers. Ring Bill Wee on 816 9553 for latest catalogue.

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Stephen Conte, 12 Acheson Place, Coburg, 3058. (03) 354 2611, who is the manufacturer of the SIT RIGHT™ Chair will give a discount of \$15 to AUSOM members.

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AUSOM News

Production Information

For those who are interested in the technical details of the production of AUSOM News, we provide the following information:

Hardware

Produced on a Macintosh IIfx (running System 7) with 8Mb RAM, Toshiba CD-ROM drive and two 105 Mb hard disks. Typeset on an Apple LaserWriter Plus. No manual paste-up was required, apart from some ads (supplied as bromides).

Software

Initial editing of articles done with Microsoft® Word Version 4 and some custom-written software ("Editor Tools", available on AUSOM disk 91.42). Page layout by Aldus PageMaker® Version 4.2. Illustrations manipulated by DeskPaint™ 2.0, DeskDraw™. Other utility software used frequently: QuickKeys™, Adobe Type Manager™.

Typefaces

Body text and headings set in ITC Souvenir® Light. Body text set at 9.5 points. Headings set at 50 points. Subheadings set at 14 points. Various other typefaces used in small quantities.

Mechanical Dimensions

Printed on A4 paper (some trimming takes place after stapling). Dimensions set in PageMaker as follows:

- Top margin: 15 mm
- Bottom margin 20 mm
- Inside margin 14 mm
- Outside margin 24 mm
- 3 columns
- Space between columns: 5 mm

We would greatly appreciate if advertisers and other contributors who provide full-page artwork to use the above dimensions to avoid time-consuming resizing of pages.

Illustrations

Many of the illustrations in this magazine are EPS (Encapsulated PostScript) format images from:

- "ClickArt™ EPS Illustrations" by T/Maker Co.
- Images with Impact!™ — "Graphics and Symbols 1", "Business 1", "People 1" and "Accents & Borders 1" by 3G Graphics.
- Adobe® Collector's edition, Volumes 1 and 2.
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May 2nd meeting activities

(Please check notice boards on the day of the meeting for last-minute changes to this timetable)

Main Meetings

1:15 —	Main Meeting	Theatre 1
— 1:50	Questions and Answers	Theatre 1

Special Interest Groups

12:10 — 1:05	Education SIG	Theatre 2
2:00 — 2:25	New members' welcome	M203
2:05 — 5:00	Youth & Adventure SIG	M215
3:05 — 5:00	Professional Users' Group (PUG)	Theatre 2
4:05 — 5:00	Communications SIG & The AUSOM BBS	MG05A

Apple II Interest Groups

2:05 — 2:50	The Blind leading the Blind	M210
2:05 — 2:55	Apple II Machine Language Programming SIG	MG05A
3:05 — 3:55	AppleWorks SIG	M210
3:05 — 3:55	Apple II Beginners SIG	MG05A

Apple IIs Interest Groups

2:05 — 2:55	Apple IIs Users SIG	Theatre 1
3:05 — 3:55	Apple IIs Programmers SIG	Theatre 1
3:05 — 3:55	Apple IIs Beginners SIG	M203

Macintosh Interest Groups

2:05 — 2:55	Mac Forum	E108
2:05 — 2:55	Macintosh Beginners SIG	Theatre 2
3:05 — 5:00	Macintosh Programming SIG	M201
3:30 — 5:00	HyperCard SIG	E108

Other Services

1:30 — 4:45	Trade Sales	MG05
1:30 — 4:45	Software Libraries	Foyer
1:30 — 4:45	Book and Magazine library	MG05 (The Pit)
1:30 — 4:45	Membership Enrolment and Renewal	Foyer
1:30 — 4:45	Refreshments	Airlock

Wednesday 13th May 1992

10:30 — 12:00	Retirees and Others' SIG	Balwyn Library Meeting Room
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Please do not hesitate to contact Robert Pascale on (03) 478 9644 or T9214305@phillip.edu.au with any enquires or suggestions.

